

THE ORIGINAL CYBERPUNK CLASSIC

BATTLE
ANGEL

ALITA



KILLING
ANGEL
BATTLE
ANGEL
ALITA
3



PRESENTED BY YUKITO KISHI

FIGHT_012

Beyond the Sky 005

FIGHT_013

Killing Angel 029

FIGHT_014

Audience With the King of Kings 075

FIGHT_015

Skull Sport 099

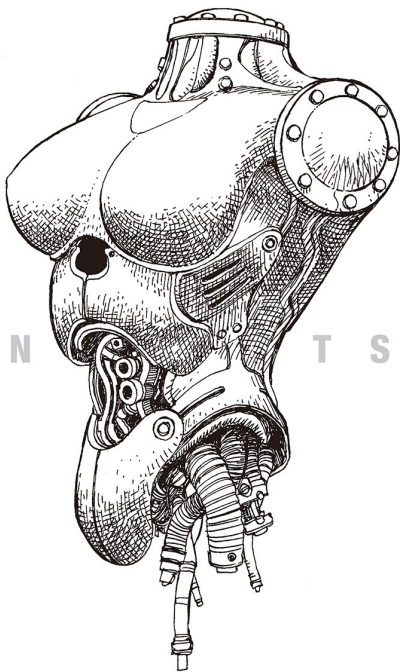
FIGHT_016

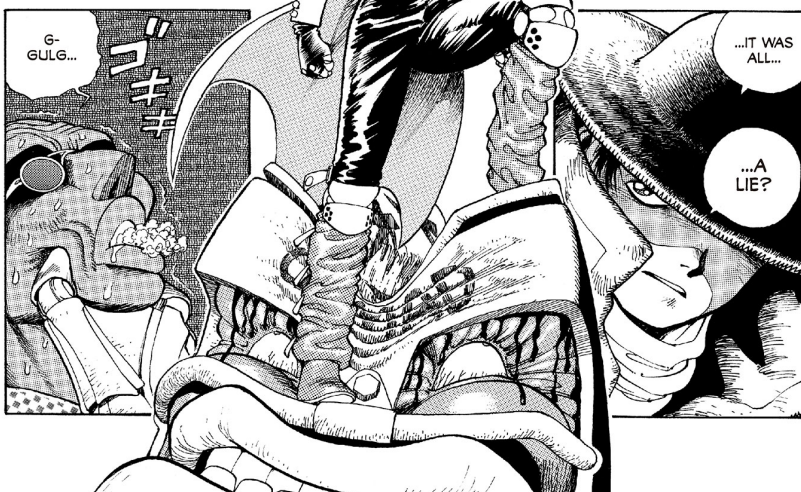
Risk One's Heart 143

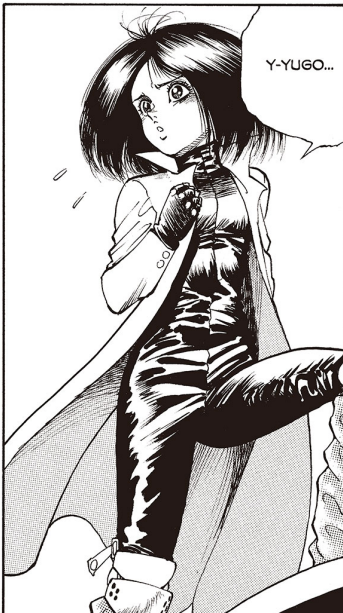
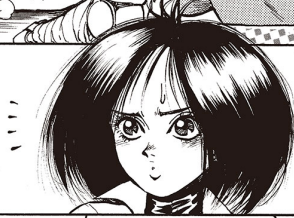
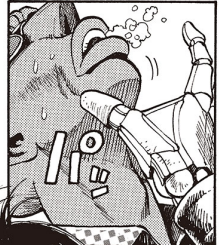
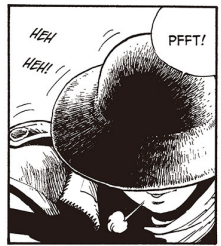
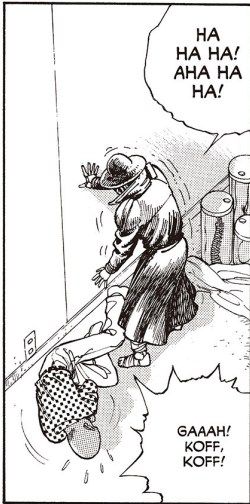
FIGHT_017

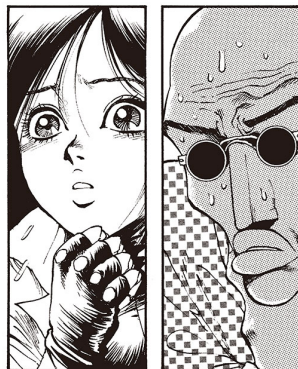
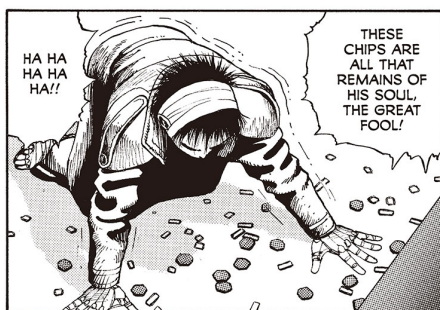
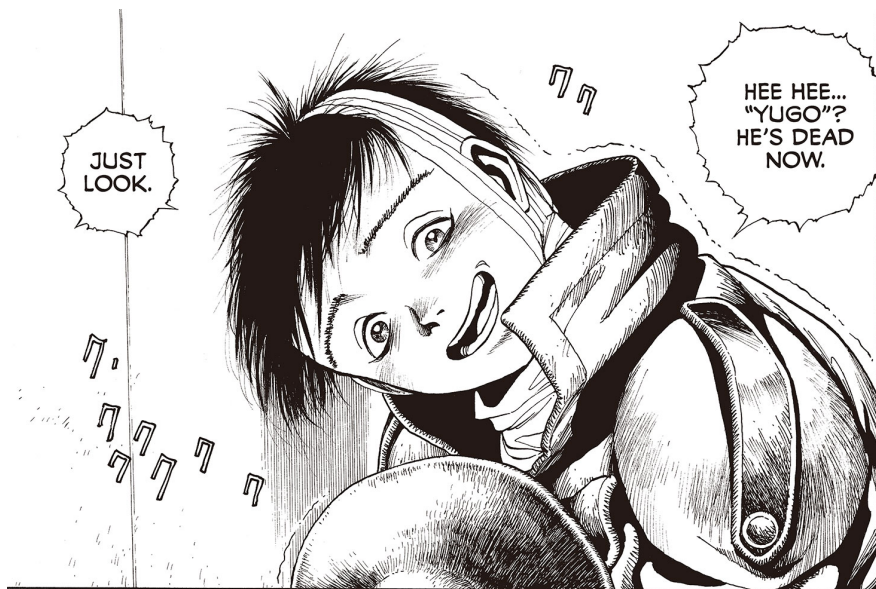
Second Stage 187

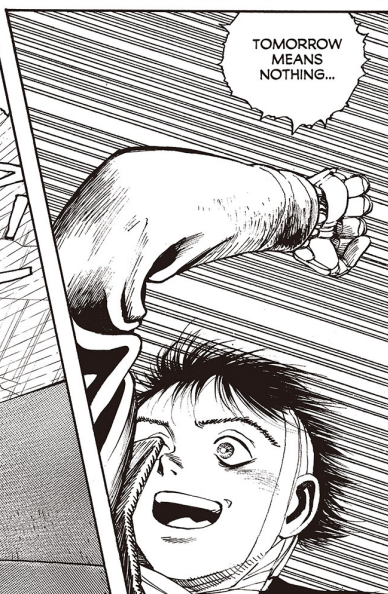
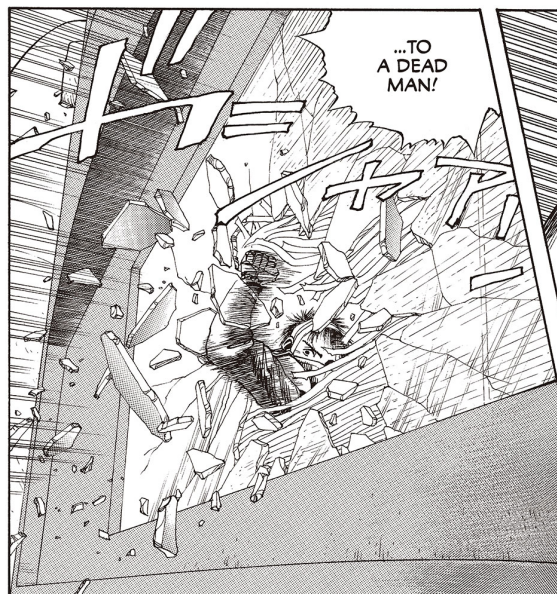
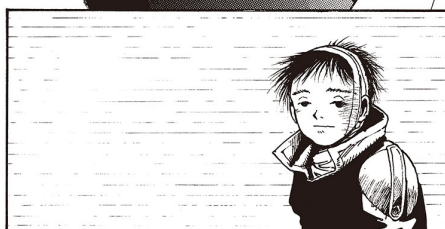
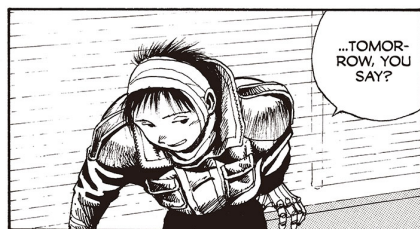
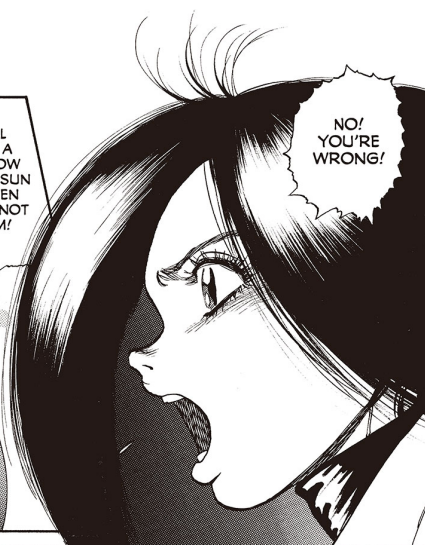
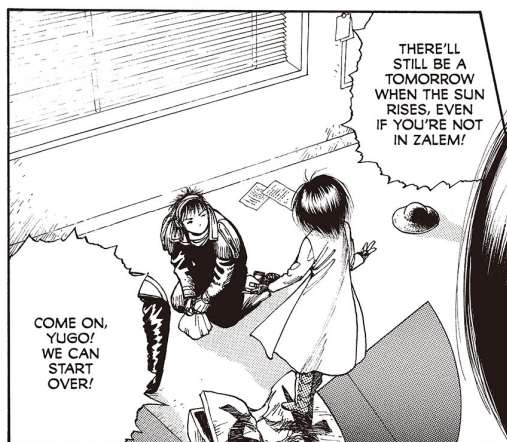
C O N T E N T S

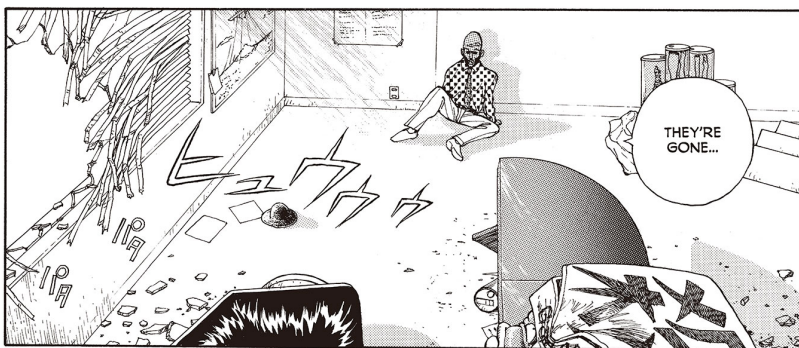
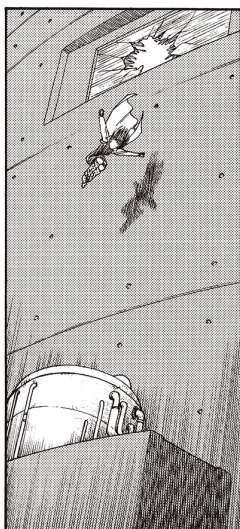
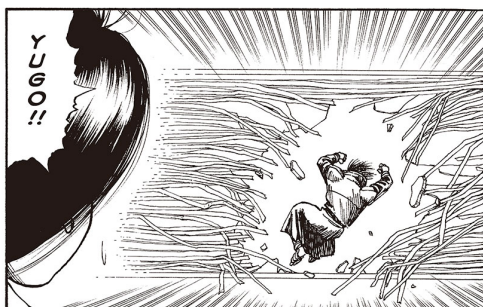




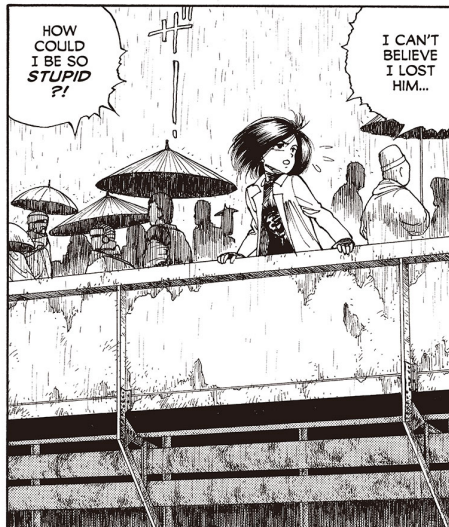
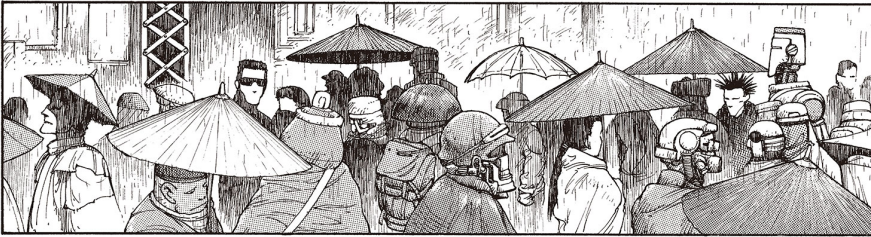
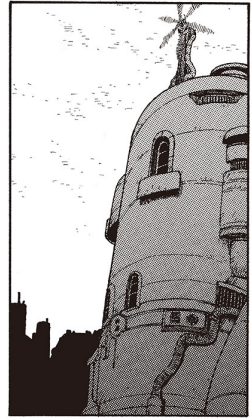
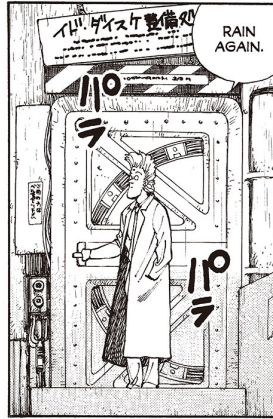
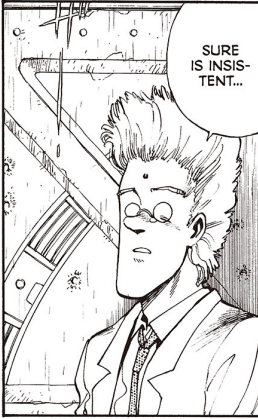


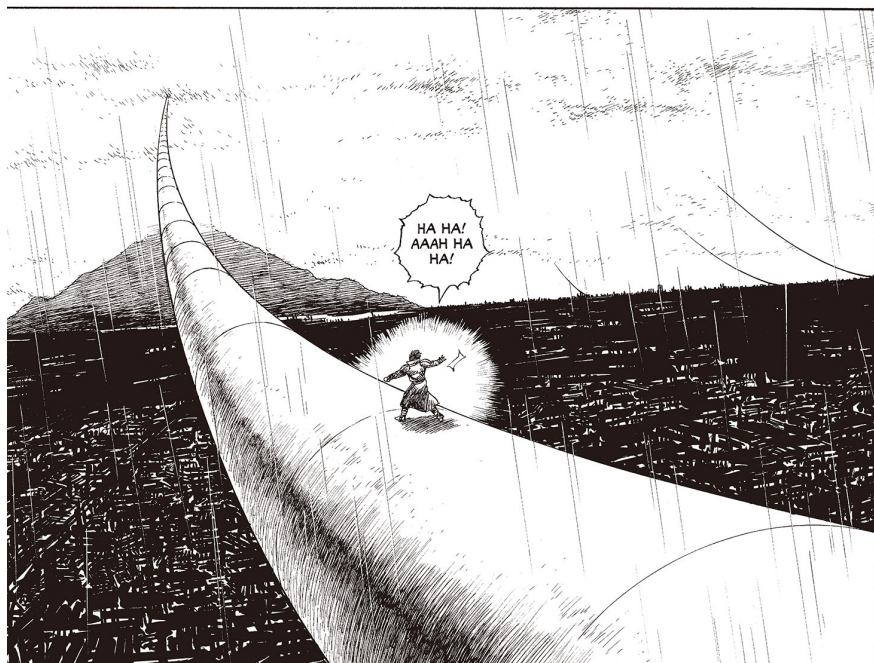
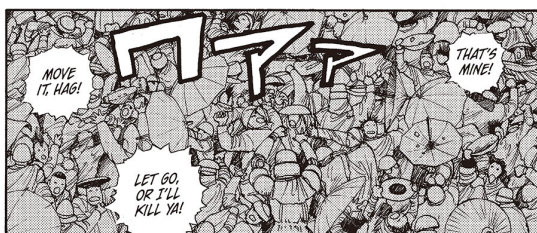
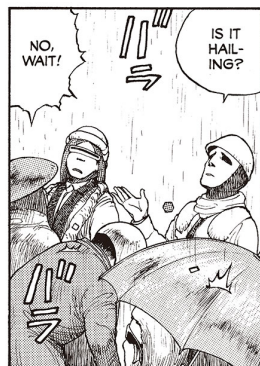
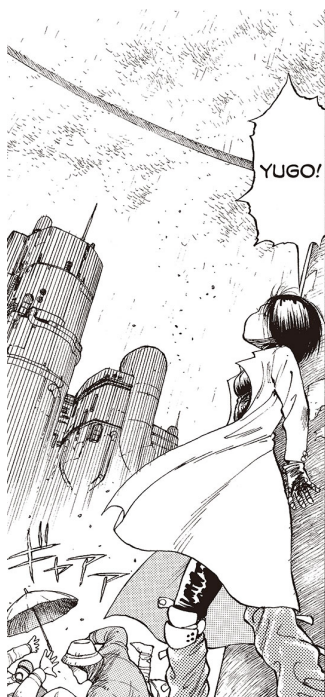


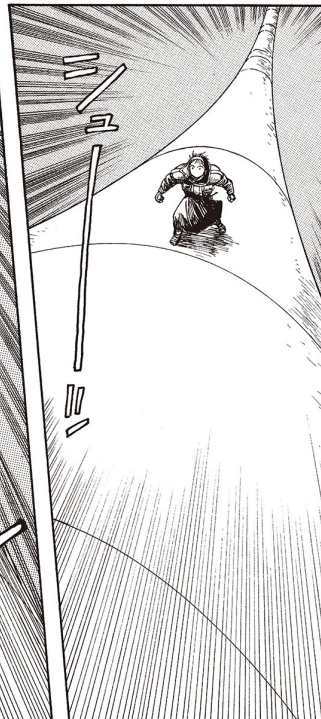
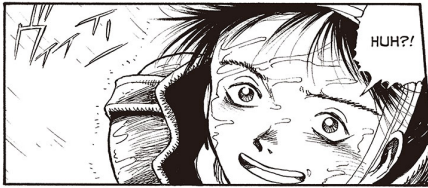
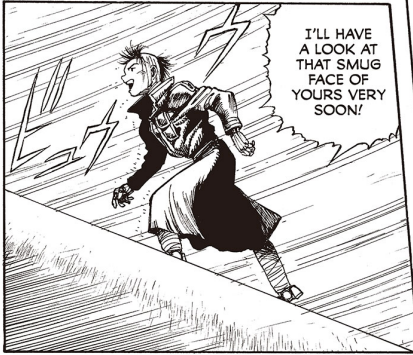


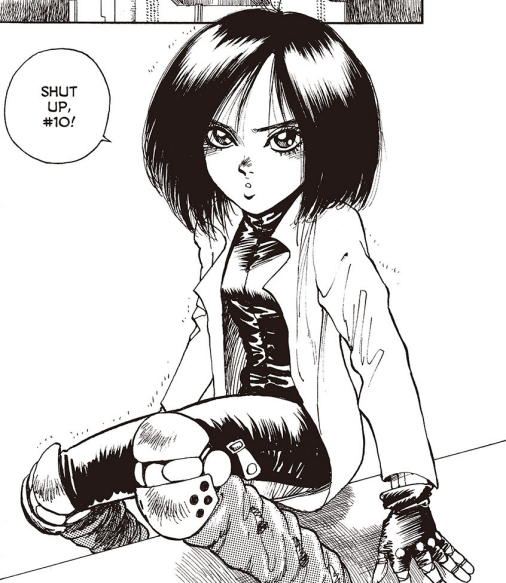
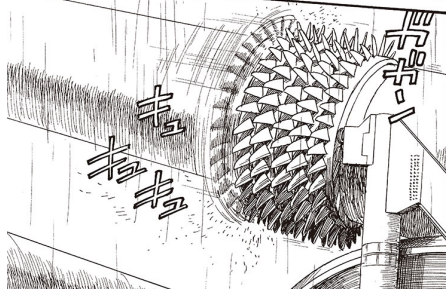
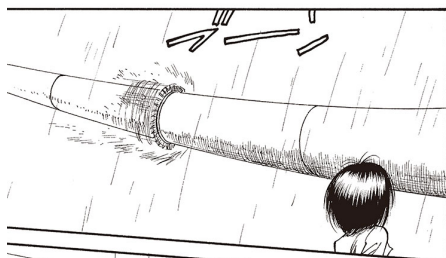
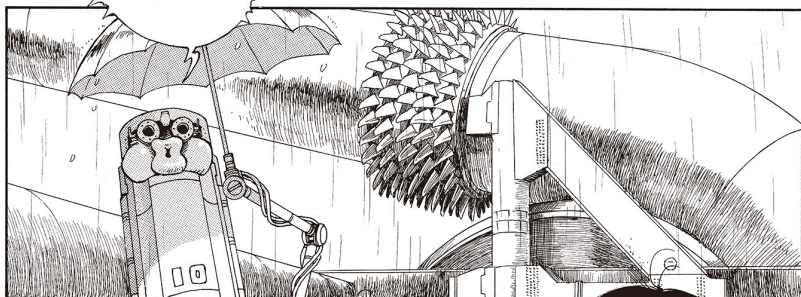
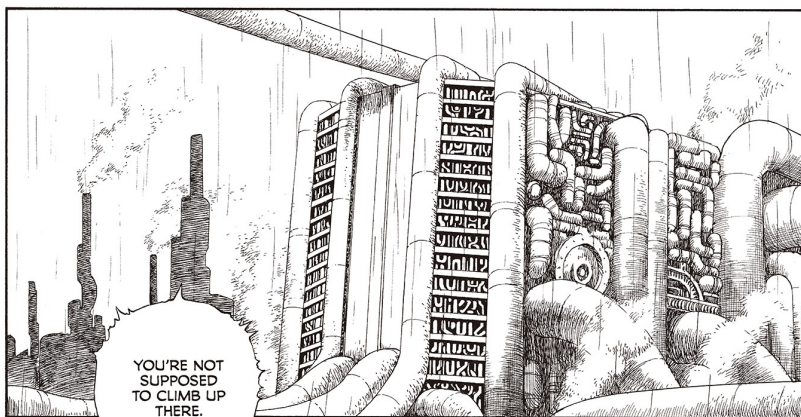


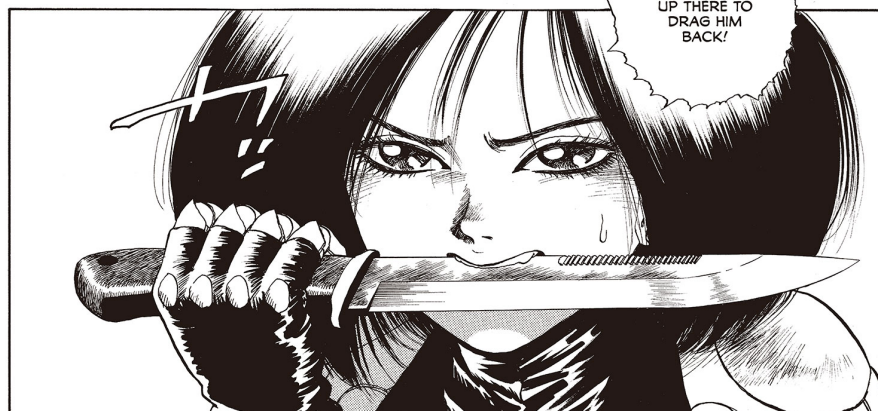
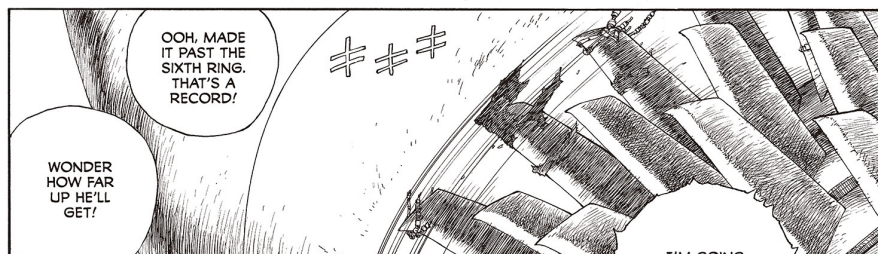
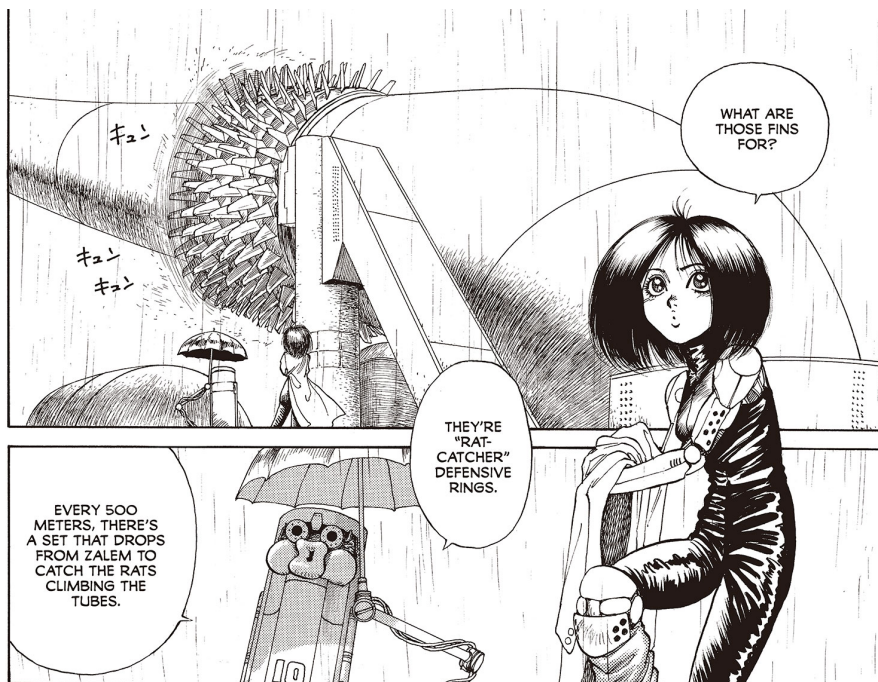
Sign: Daisuke Ido Repairs

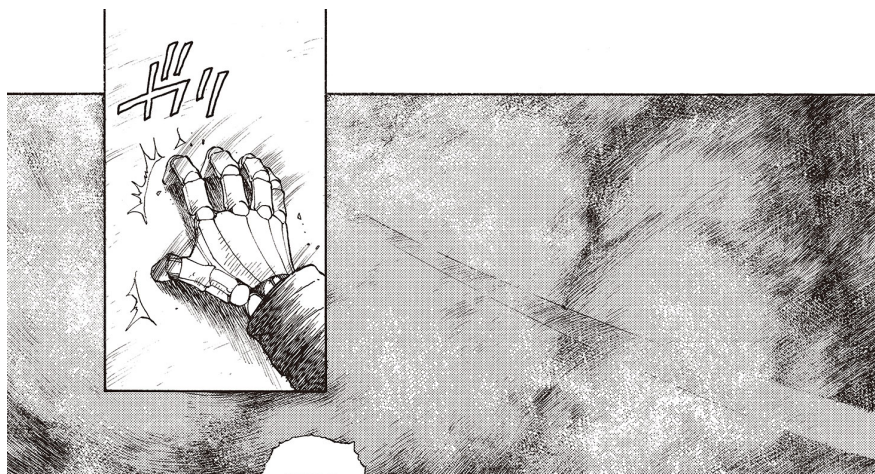




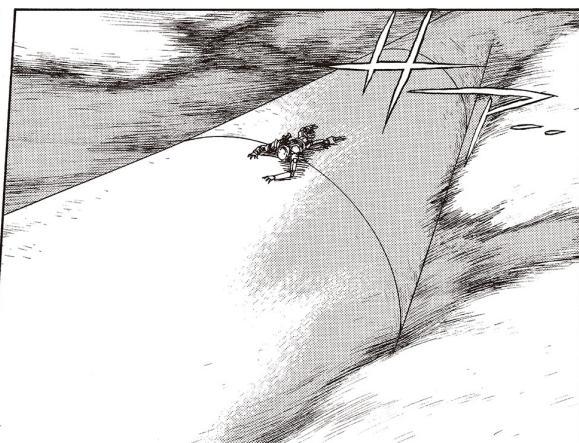
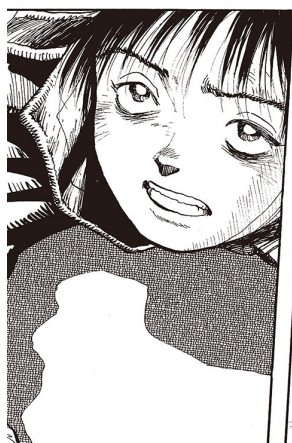
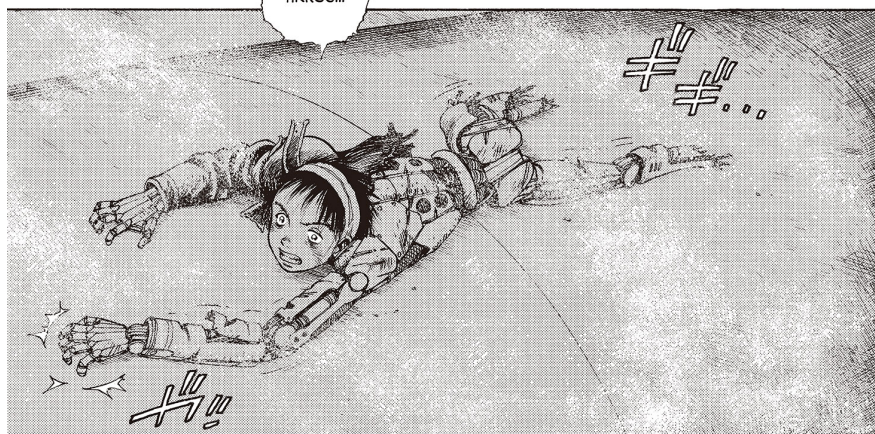


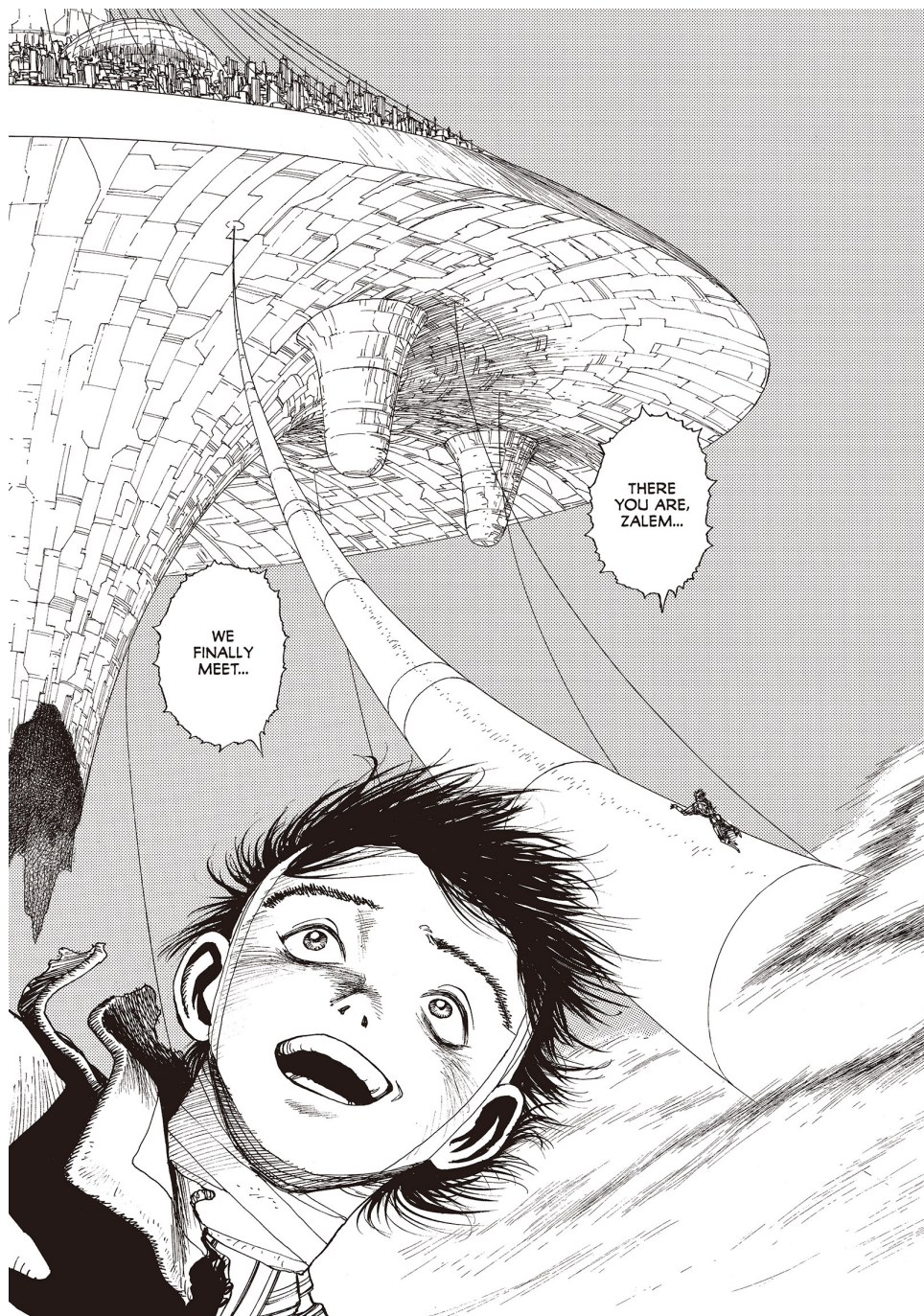


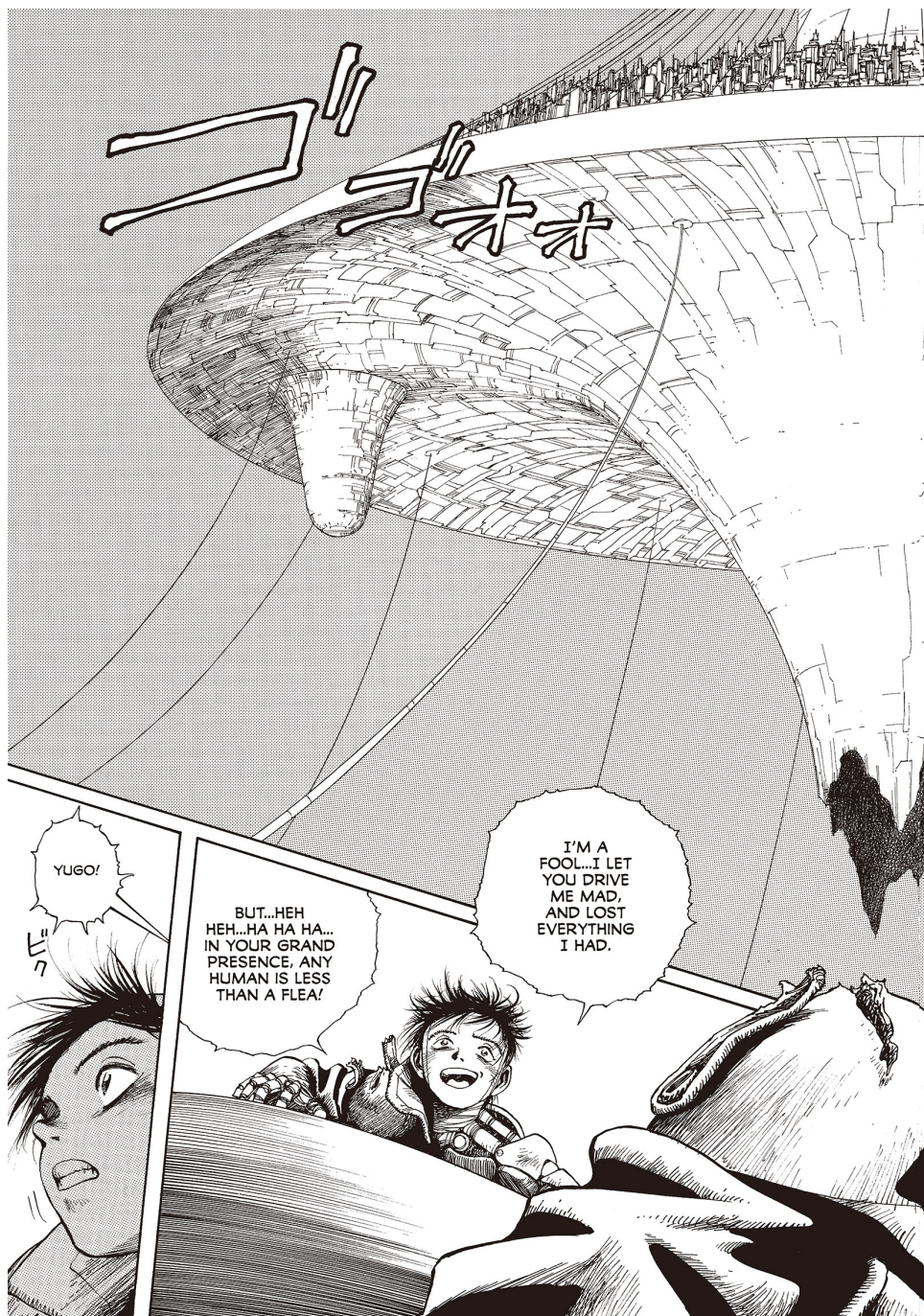


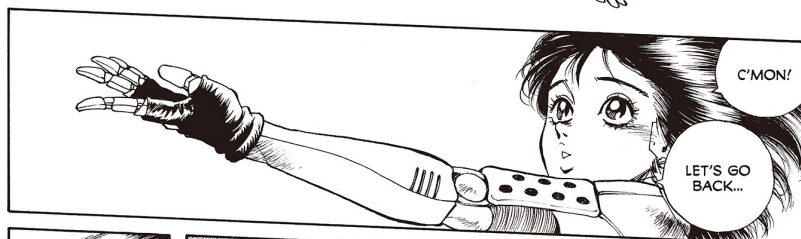
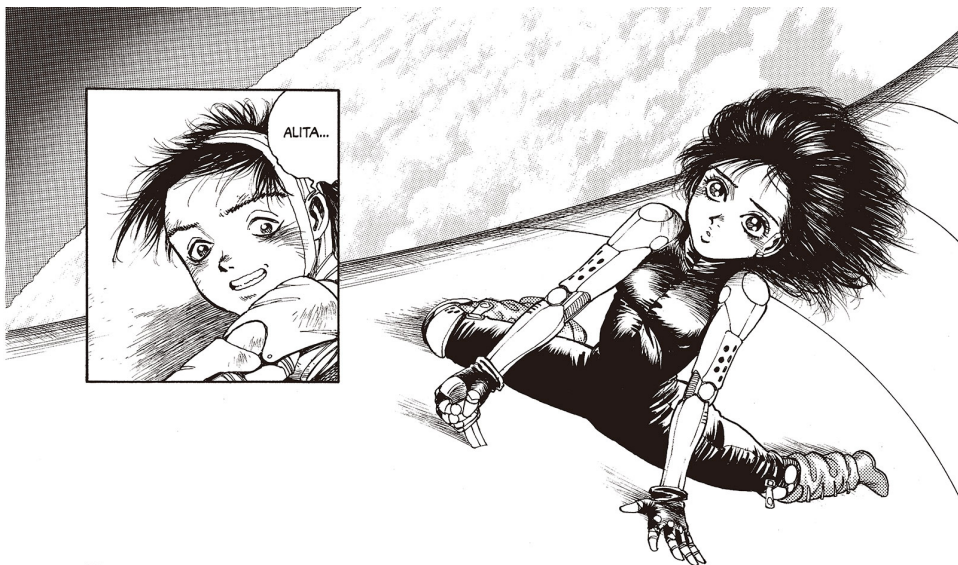


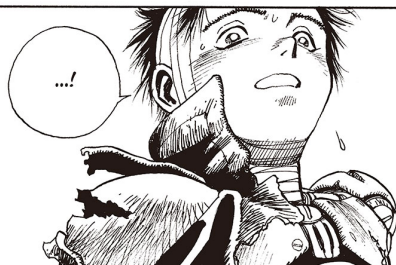
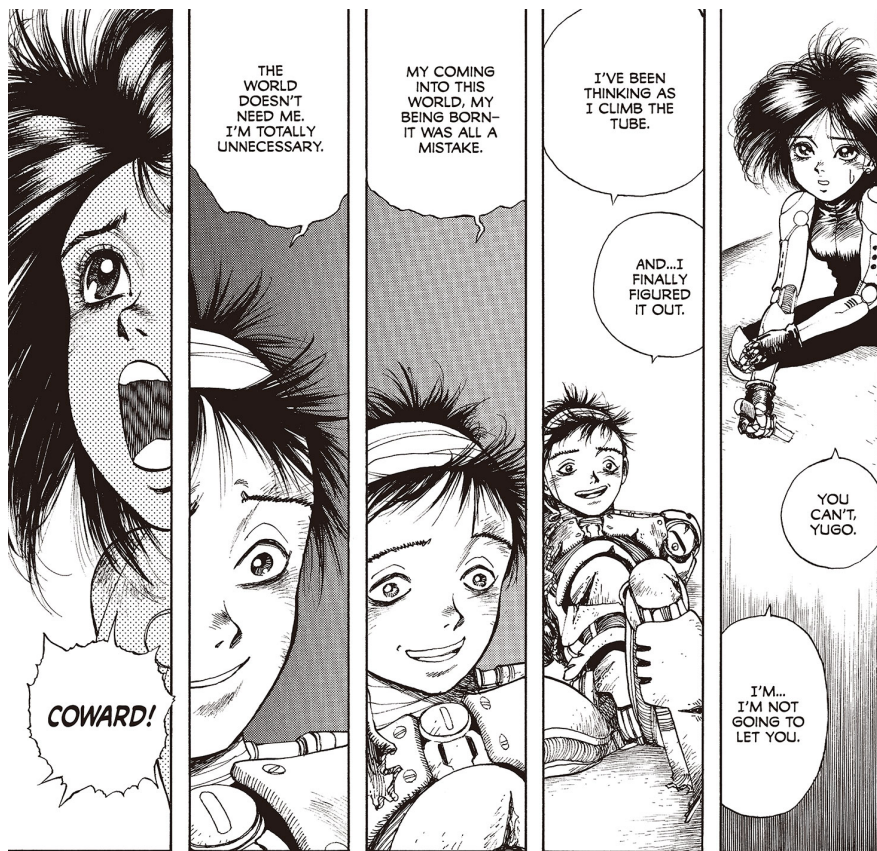
HRRGG...



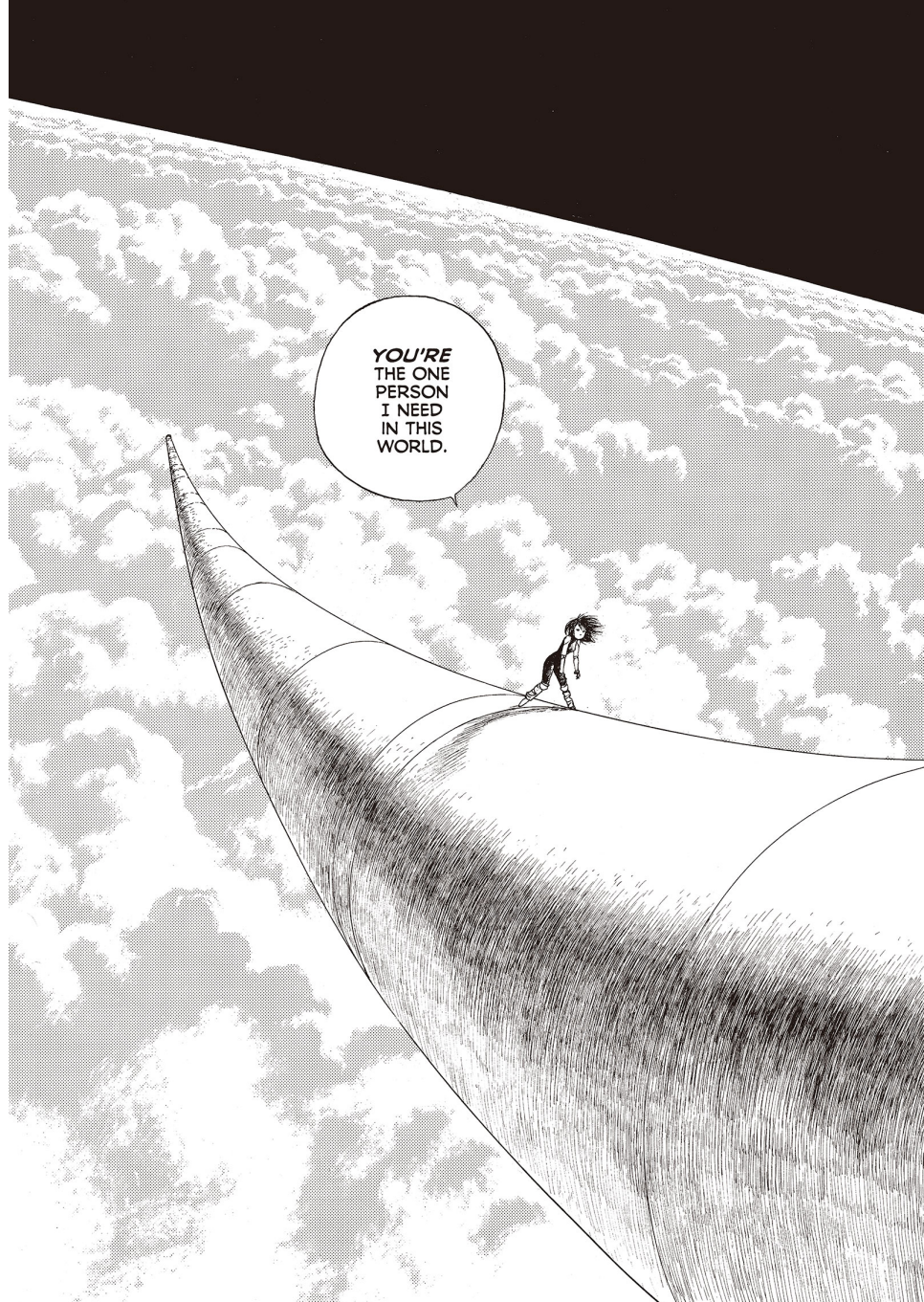




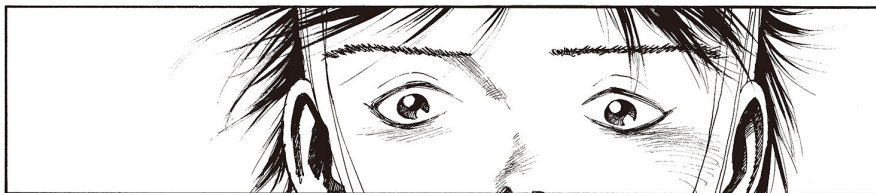
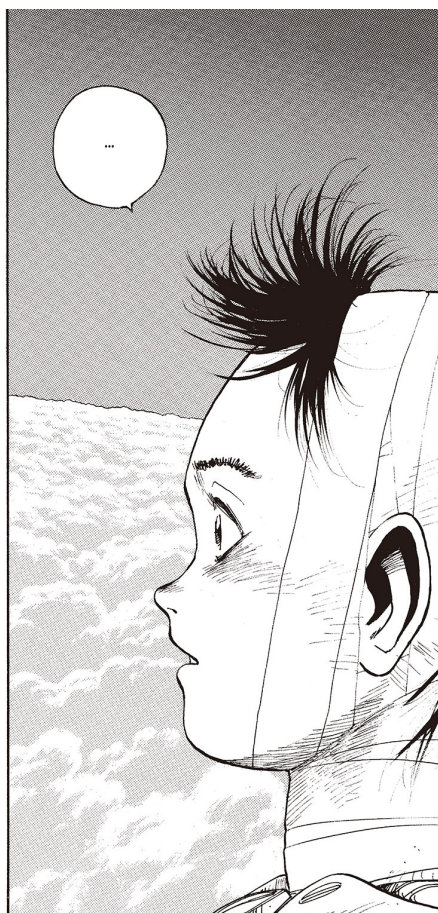
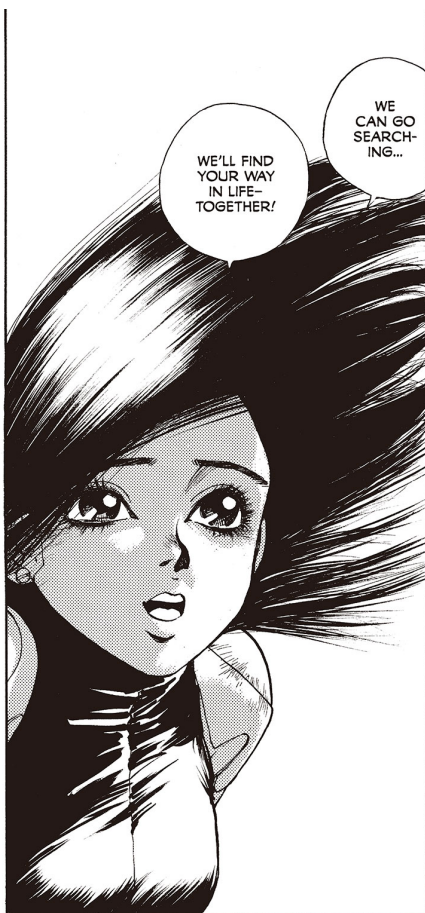


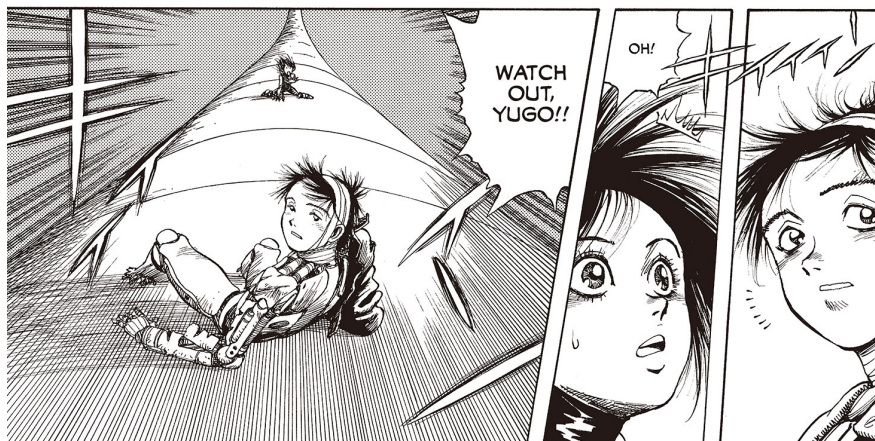
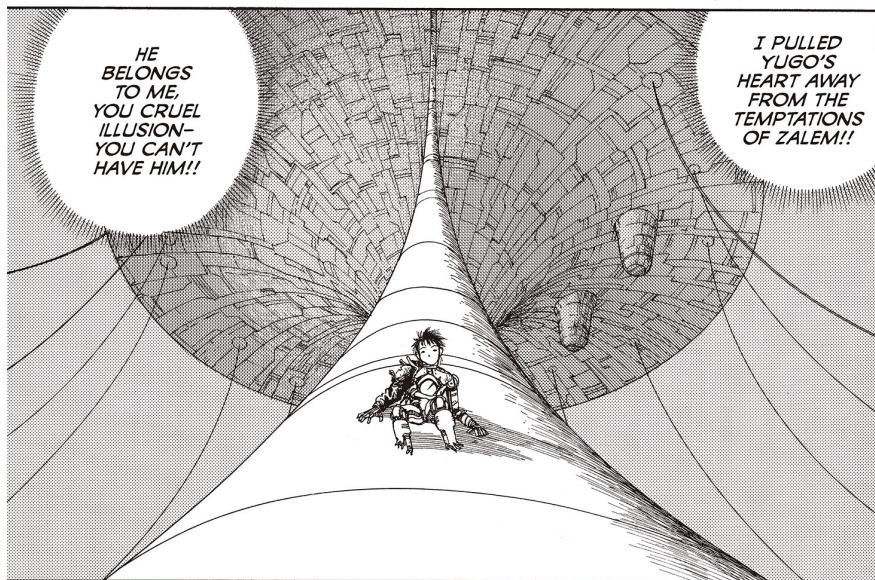
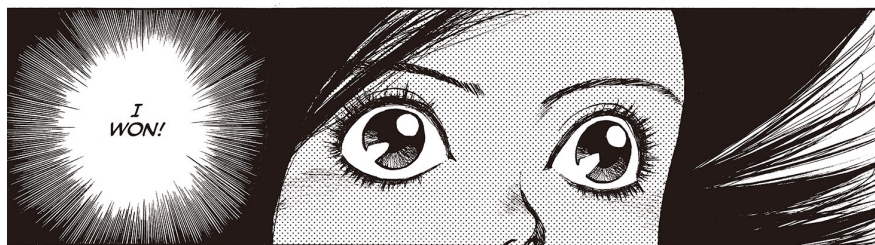


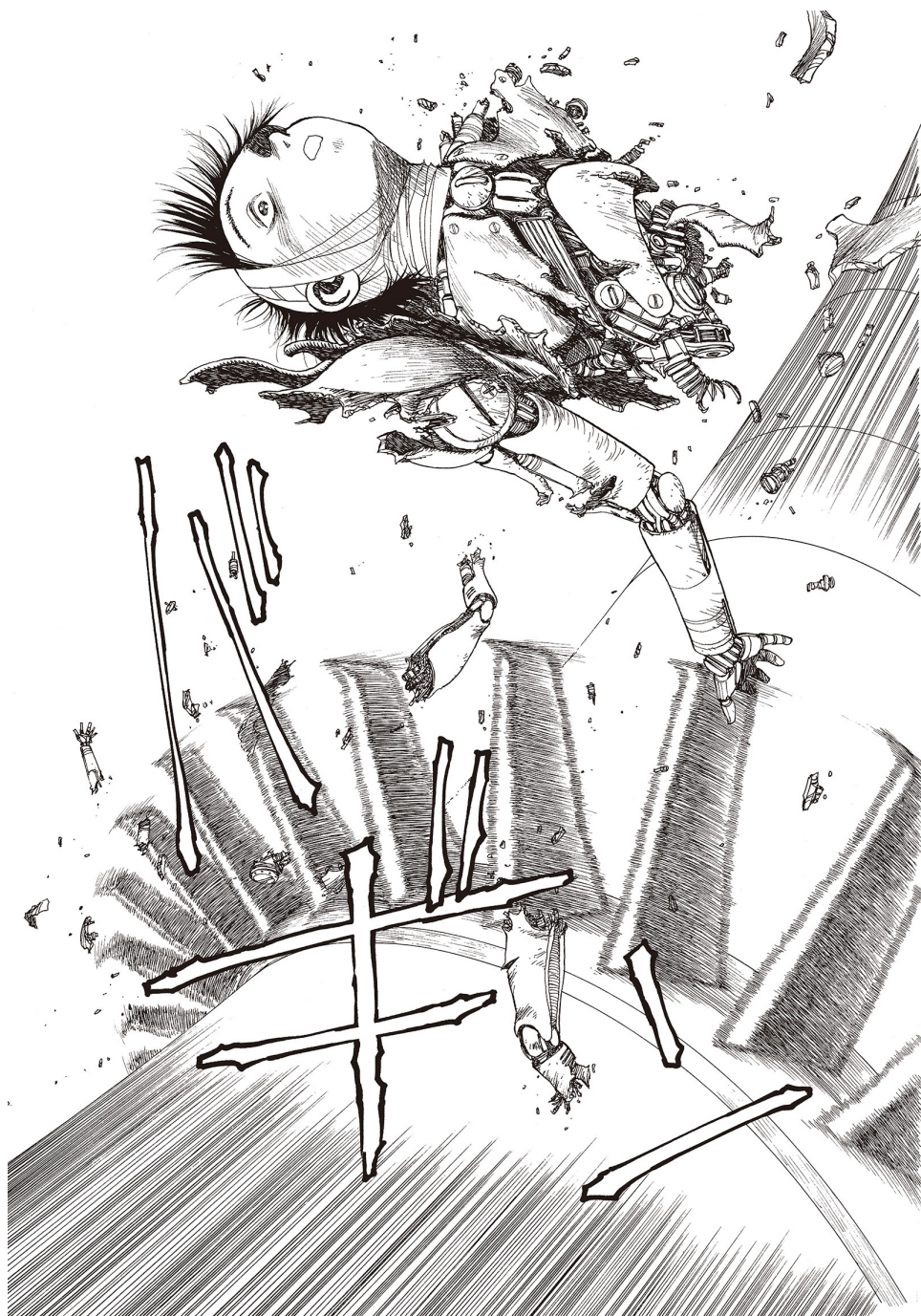


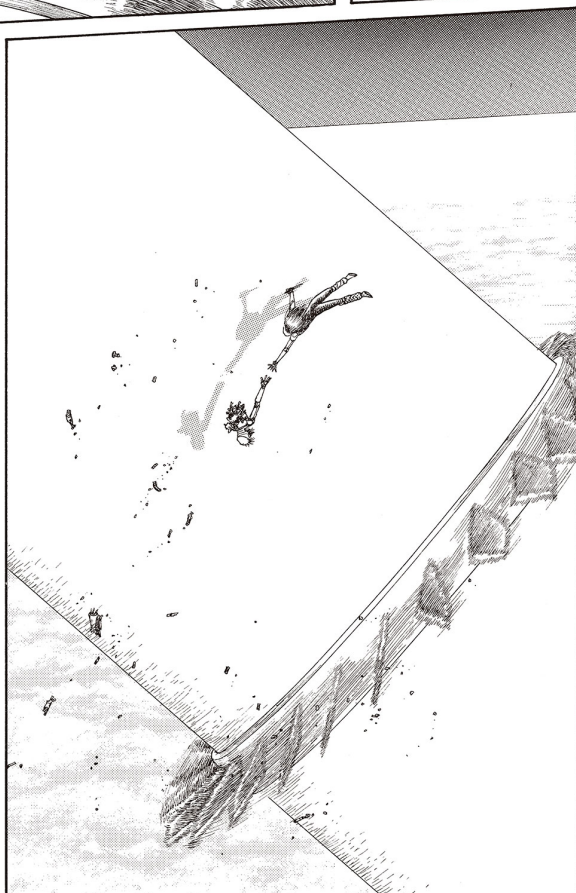
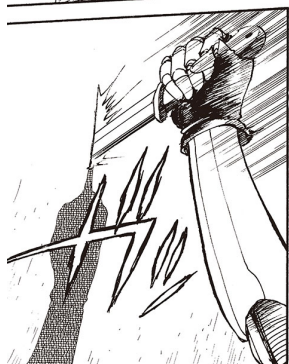
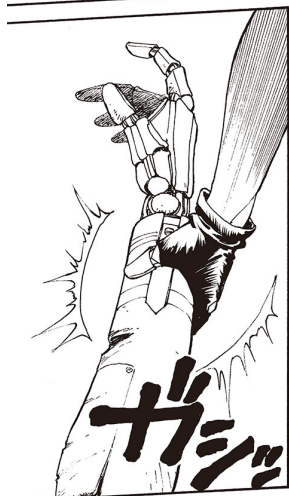
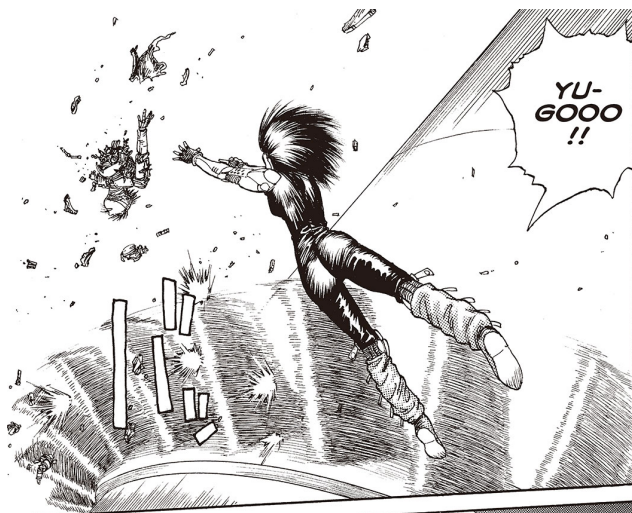


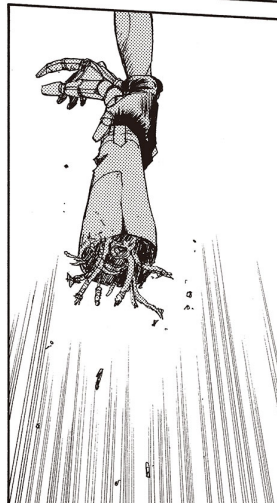
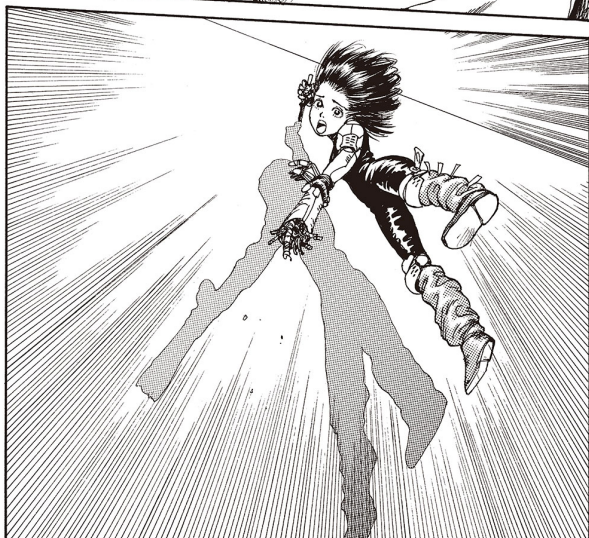
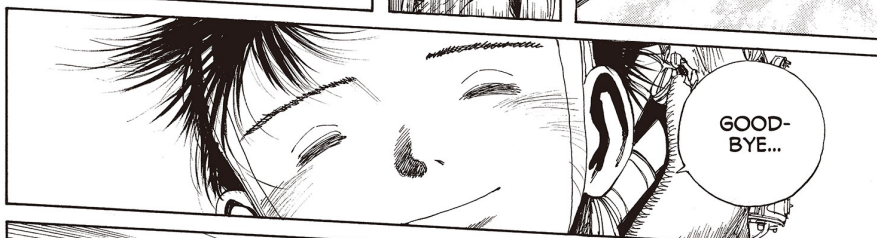
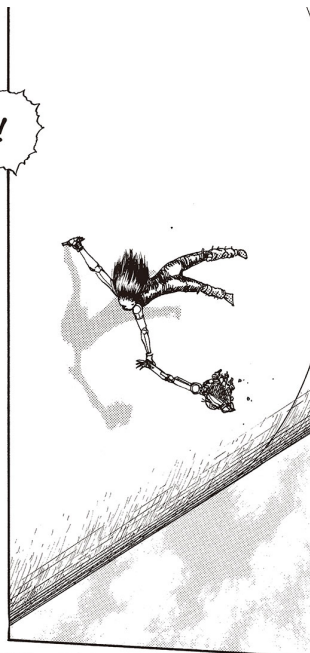
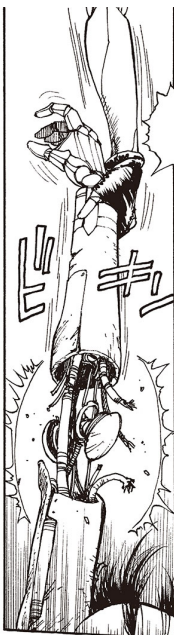
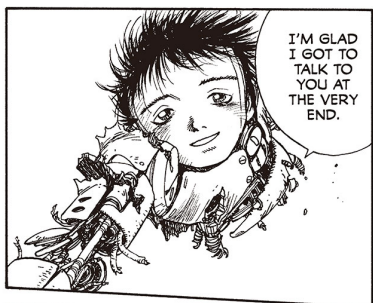
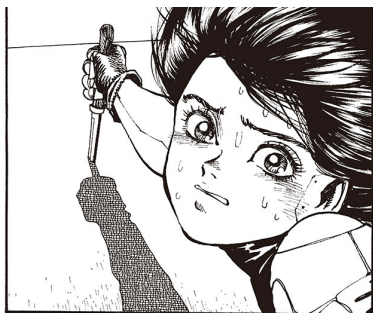
**YOU'RE
THE ONE
PERSON
I NEED
IN THIS
WORLD.**

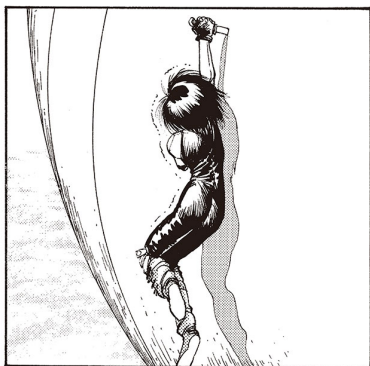
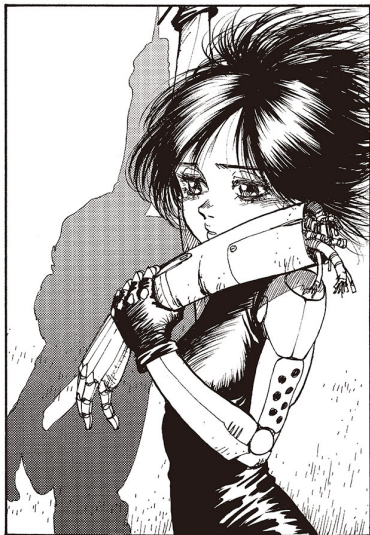
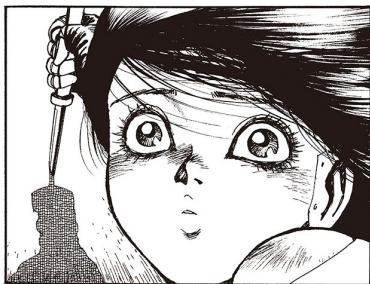
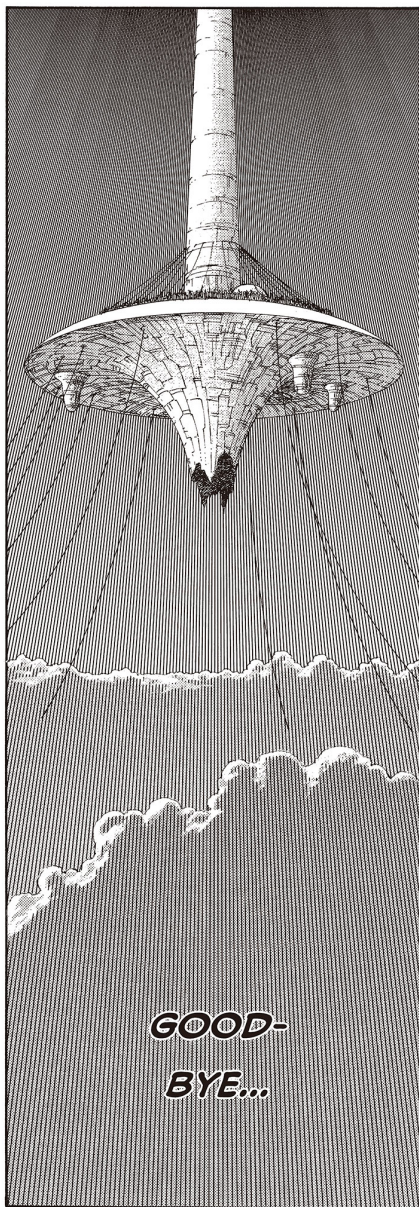






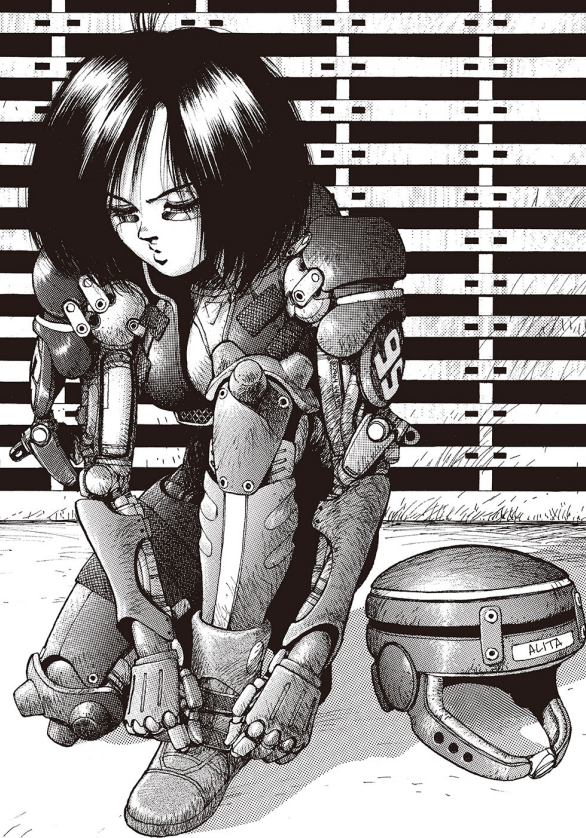




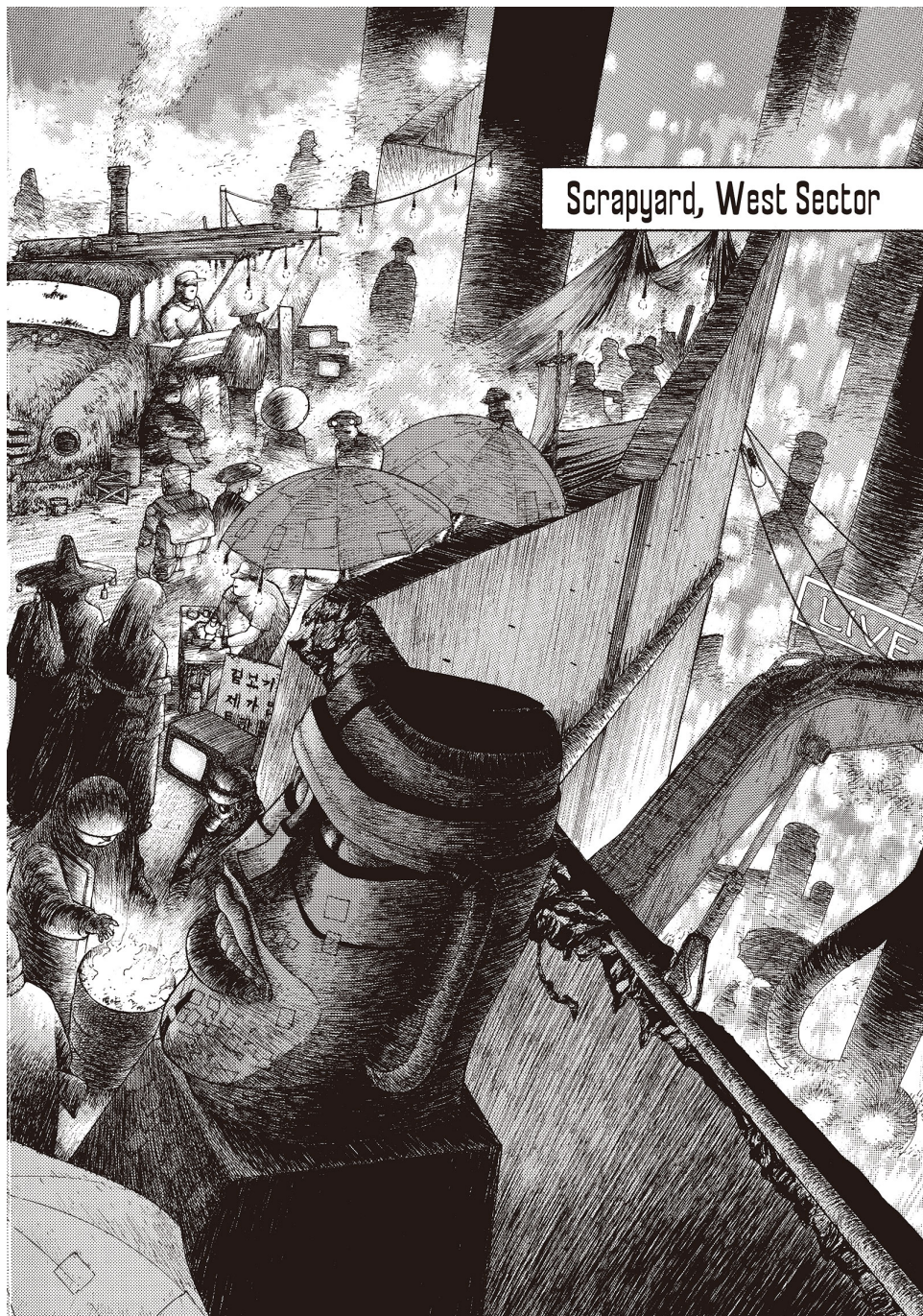




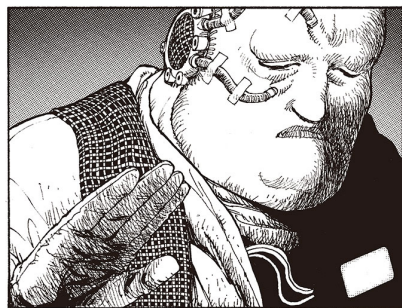
FIGHT_013 Killing Angel

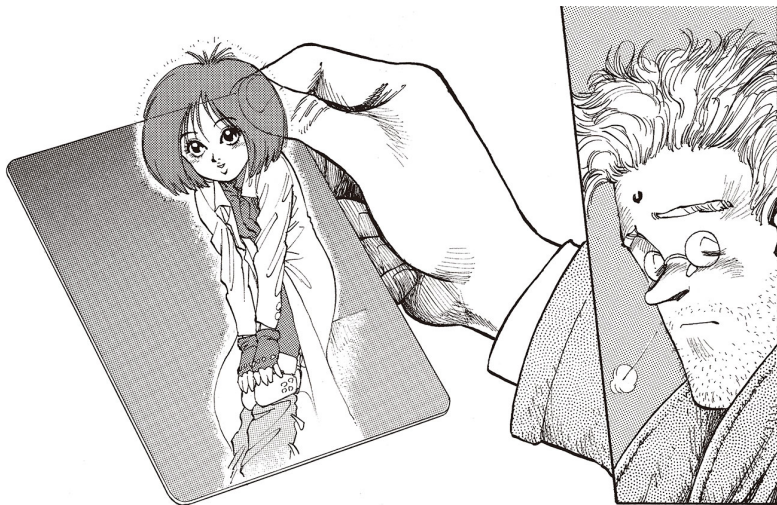


Scrapyard, West Sector









...AND I HAVEN'T SEEN HER SINCE. PROBABLY THE SHOCK FROM LOSING YUGO.

HALLOWEEN DESERVOES TO BE
RELIEVE TRYING TO HATE
SUFFOCATE ON YOUR LOVE
EDGE SERRATE AB
LIBERATE LIBERATE LIBERATE

ONE DAY, ALITA JUST UP AND LEFT WITHOUT SAYING ANYTHING...

SOMETIMES I IMAGINE WHAT WILL HAPPEN IF THE SEARCH LASTS YEARS...

THEN THE STREETS WILL BECOME MY CASTLE, MY FRIEND...

BOTH MY HUNTER AND MY MEDICAL GIGS ARE ON HOLD UNTIL I CAN BRING HER BACK HOME.

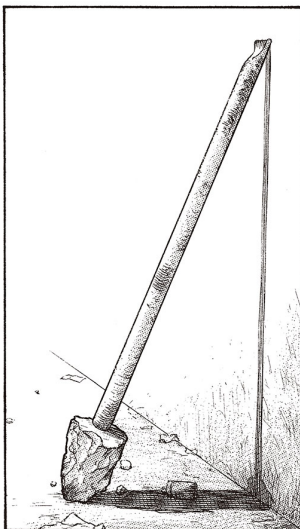
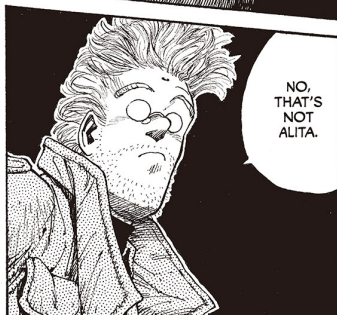
CHOMP

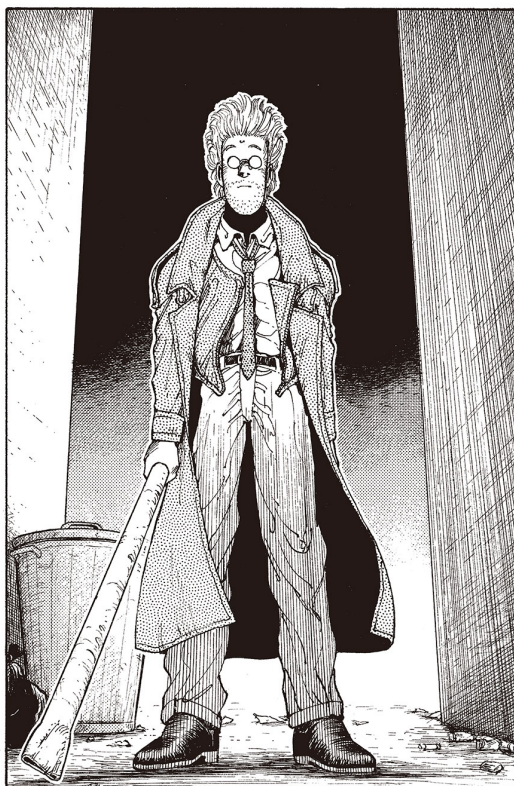
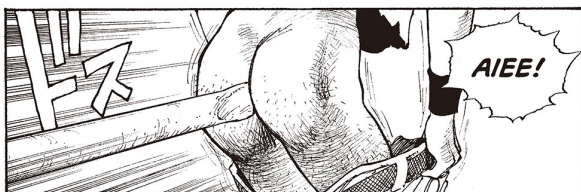
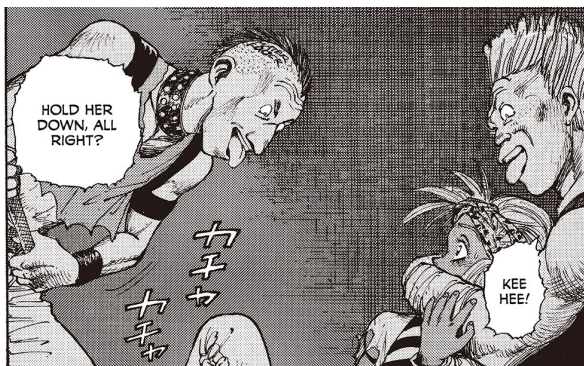
I'VE COME WANDERING OUT HERE TO THE WESTERN SECTOR IN SEARCH OF HER...

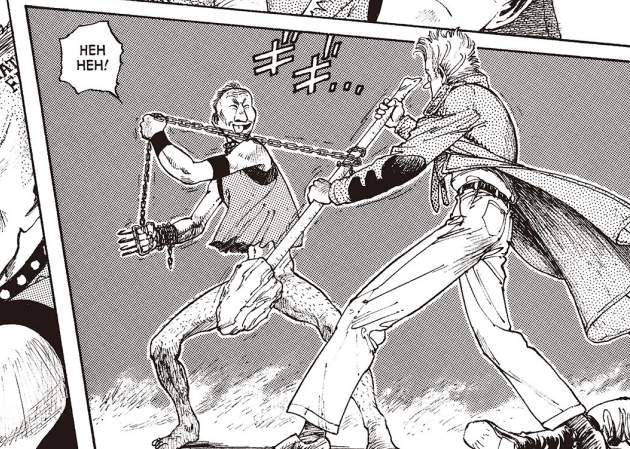
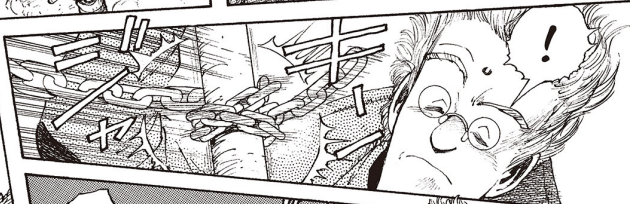
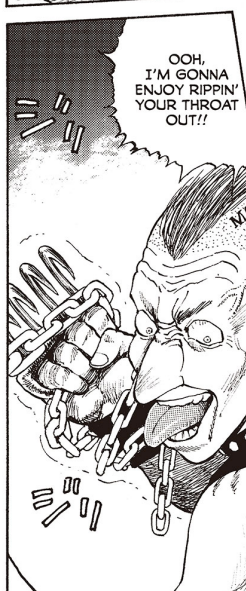
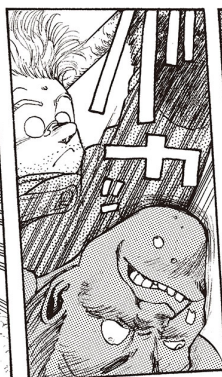
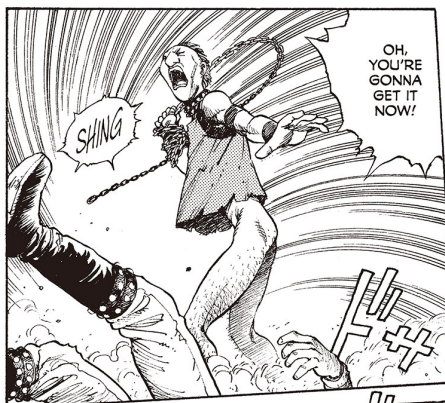
TOO!

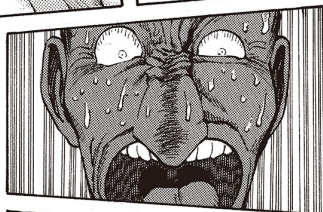
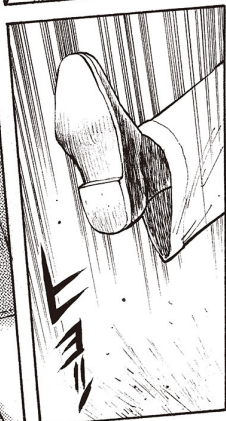
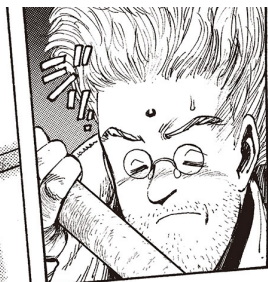
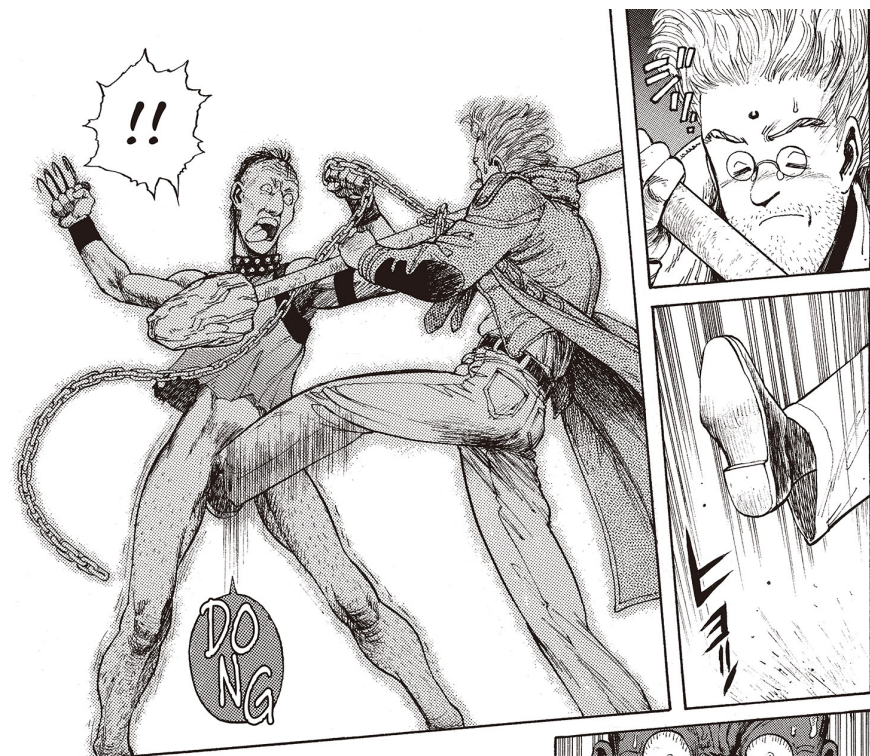
GUESS I BETTER FIND A BED...

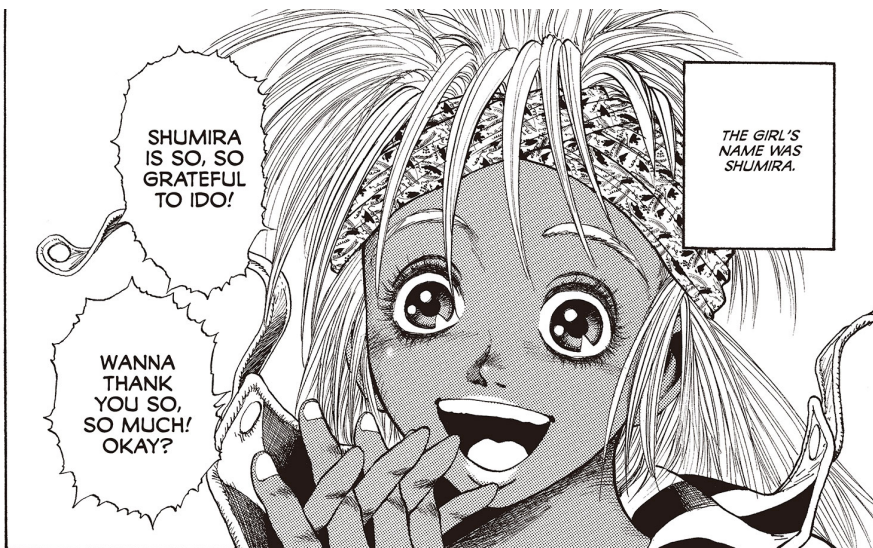
SNIF SNIF











SHUMIRA
IS SO, SO
GRATEFUL
TO IDO!

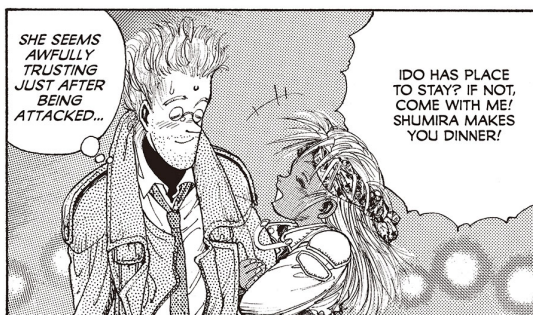
THE GIRL'S
NAME WAS
SHUMIRA.

WANNA
THANK
YOU SO,
SO MUCH!
OKAY?



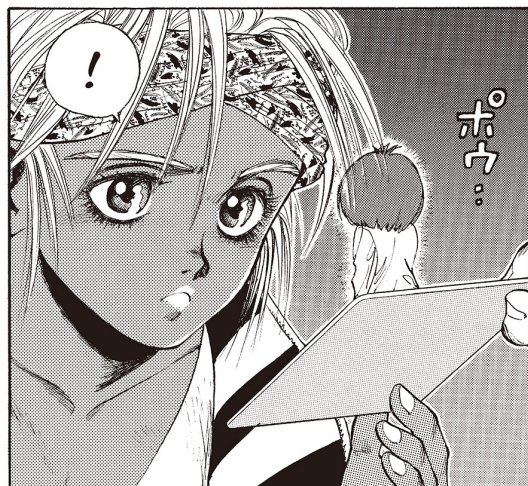
ACTUAL-
LY...

BUT AT
TIMES LIKE
THESE, I
PREFER
TO BE
STOIC.



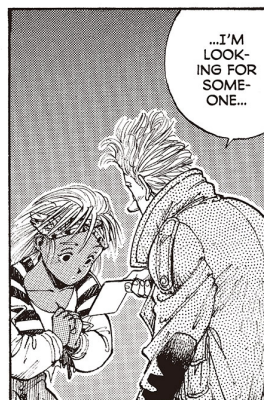
SHE SEEMS
AWFULLY
TRUSTING
JUST AFTER
BEING
ATTACKED...

IDO HAS PLACE
TO STAY? IF NOT,
COME WITH ME!
SHUMIRA MAKES
YOU DINNER!

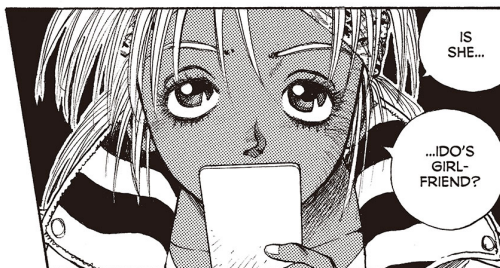


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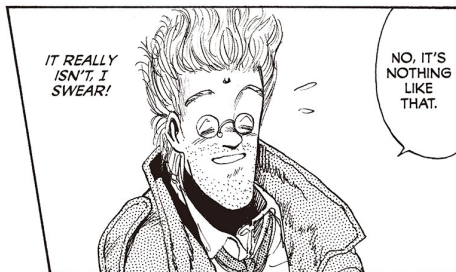


...I'M
LOOK-
ING FOR
SOME-
ONE...



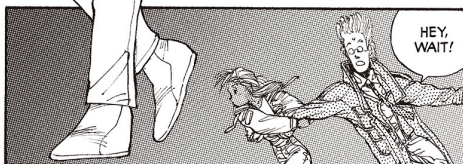
IS SHE...

...IDO'S GIRL-FRIEND?



IT REALLY ISN'T, I SWEAR!

NO, IT'S NOTHING LIKE THAT.

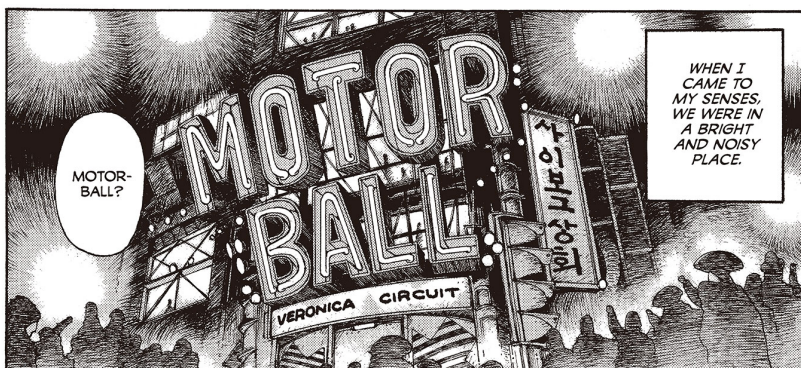


HEY, WAIT!



... "WHAT EXACTLY IS ALITA TO ME, ANYWAY?!"

BUT AS SHUMIRA DRAGGED ME ONWARD, I COULDN'T HELP BUT ASK MYSELF...

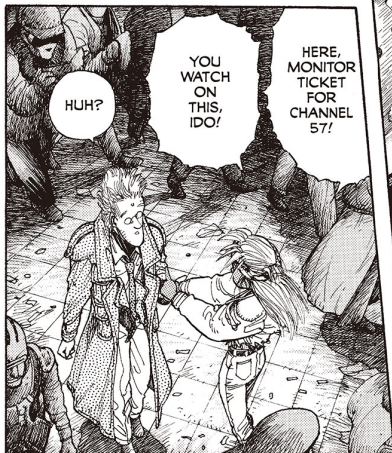


MOTOR-BALL?

WHEN I CAME TO MY SENSES, WE WERE IN A BRIGHT AND NOISY PLACE.



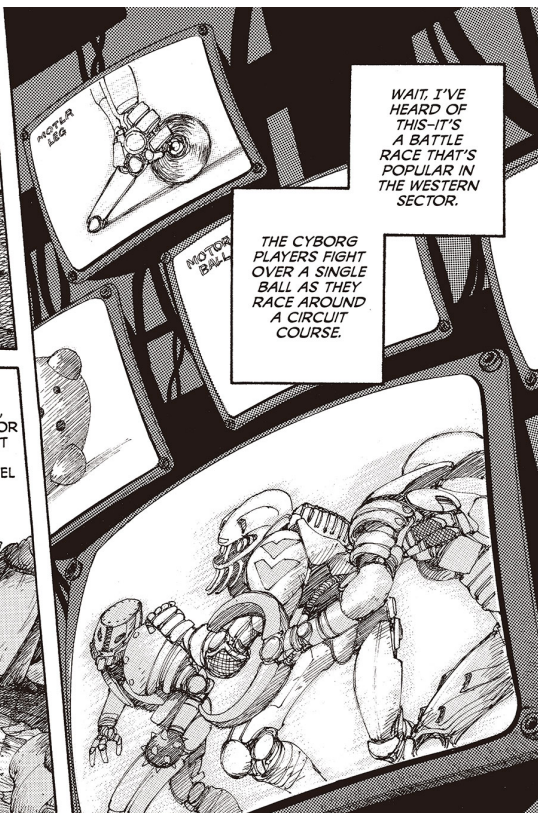
ONE
FOR
#57!



HUH?

YOU
WATCH
ON
THIS,
IDO!

HERE,
MONITOR
TICKET
FOR
CHANNEL
57!



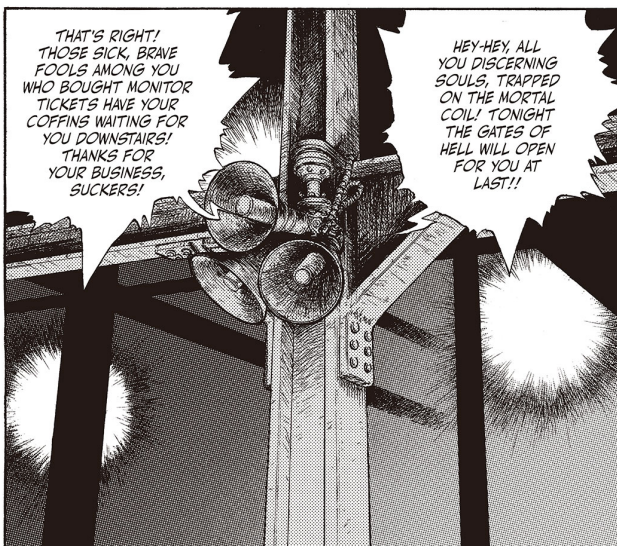
WAIT, I'VE
HEARD OF
THIS-IT'S
A BATTLE
RACE THAT'S
POPULAR IN
THE WESTERN
SECTOR.

THE CYBORG
PLAYERS FIGHT
OVER A SINGLE
BALL AS THEY
RACE AROUND
A CIRCUIT
COURSE.



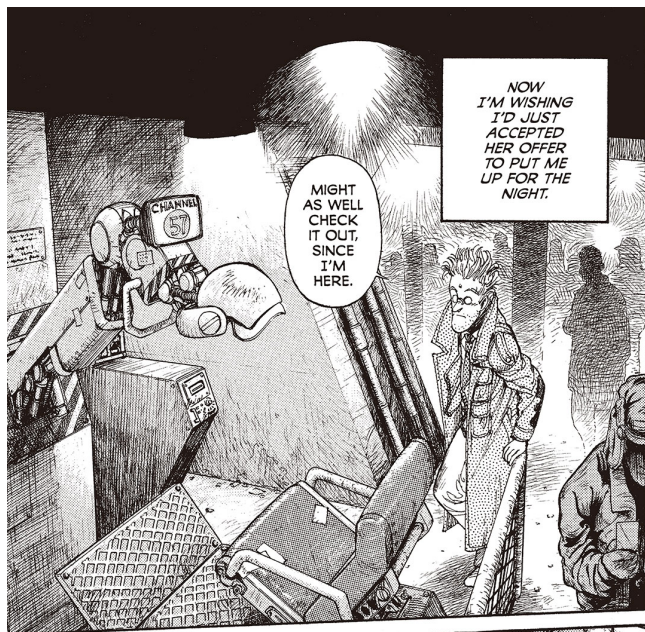
HUH?

SHU-
MIRA?
WHERE
ARE
YOU?!



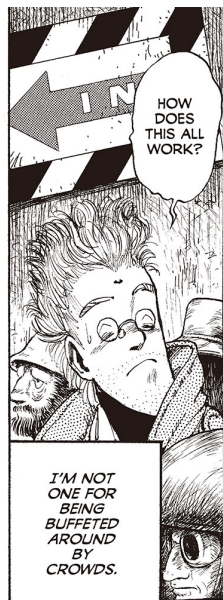
THAT'S RIGHT!
THOSE SICK, BRAVE
FOOLS AMONG YOU
WHO BOUGHT MONITOR
TICKETS HAVE YOUR
COFFINS WAITING FOR
YOU DOWNSTAIRS!
THANKS FOR
YOUR BUSINESS,
SUCKERS!

HEY-HEY, ALL
YOU DISCERNING
SOULS, TRAPPED
ON THE MORTAL
COIL! TONIGHT
THE GATES OF
HELL WILL OPEN
FOR YOU AT
LAST!!



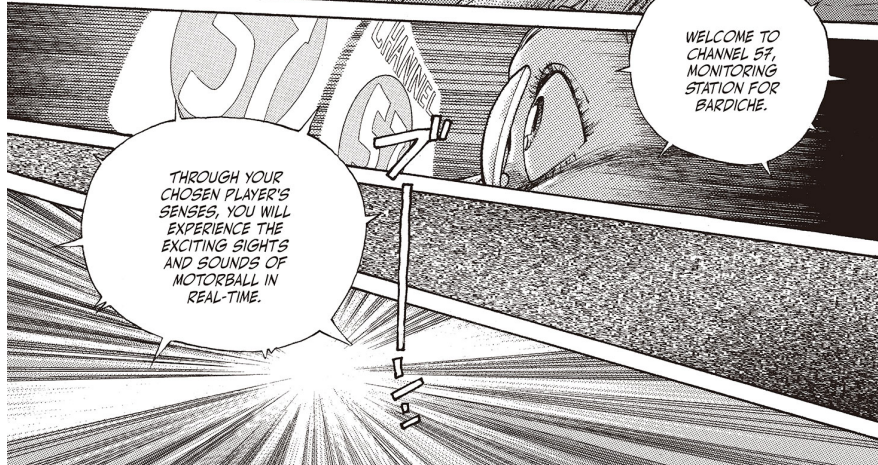
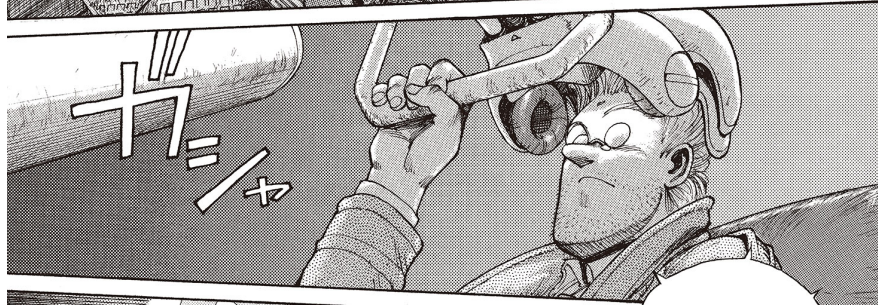
MIGHT AS WELL CHECK IT OUT, SINCE I'M HERE.

NOW I'M WISHING I'D JUST ACCEPTED HER OFFER TO PUT ME UP FOR THE NIGHT.



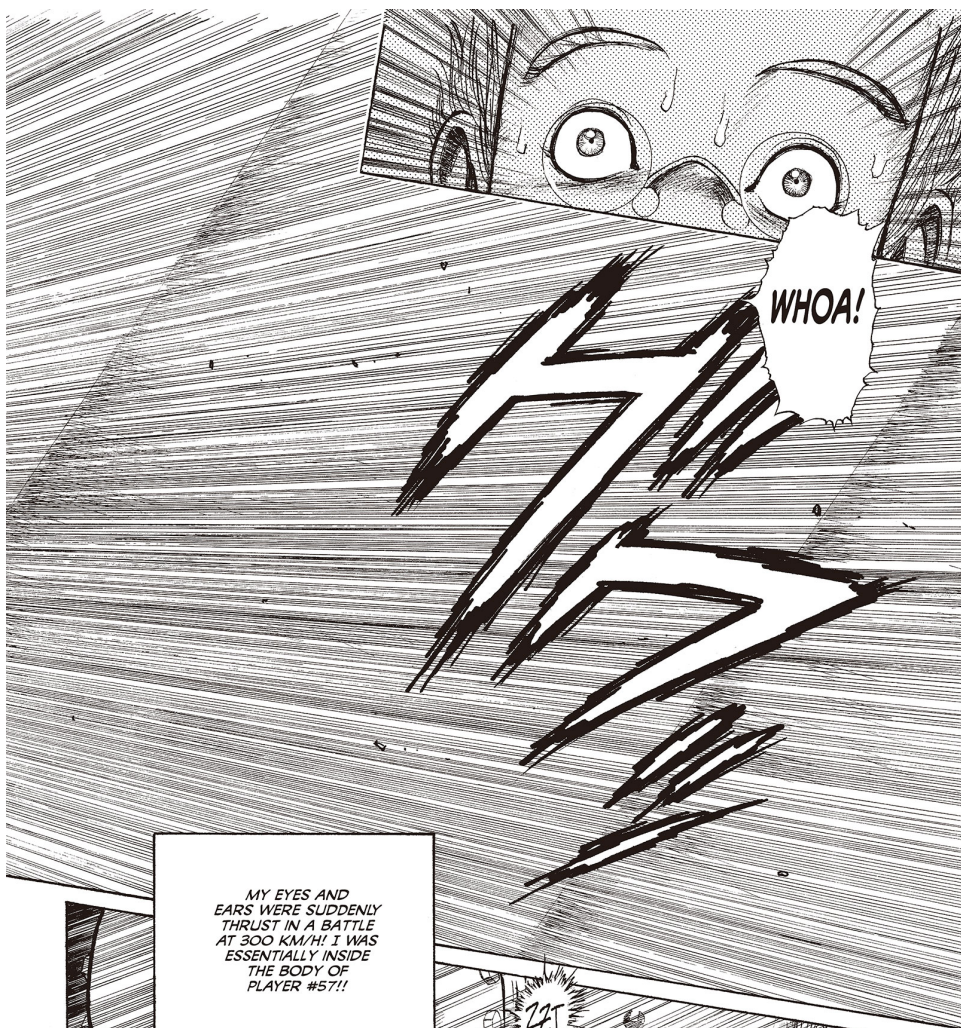
HOW DOES THIS ALL WORK?

I'M NOT ONE FOR BEING BUFFETED AROUND BY CROWDS.

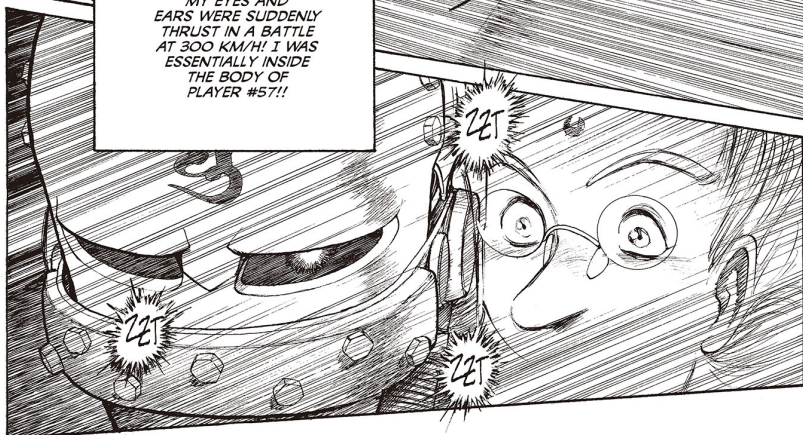


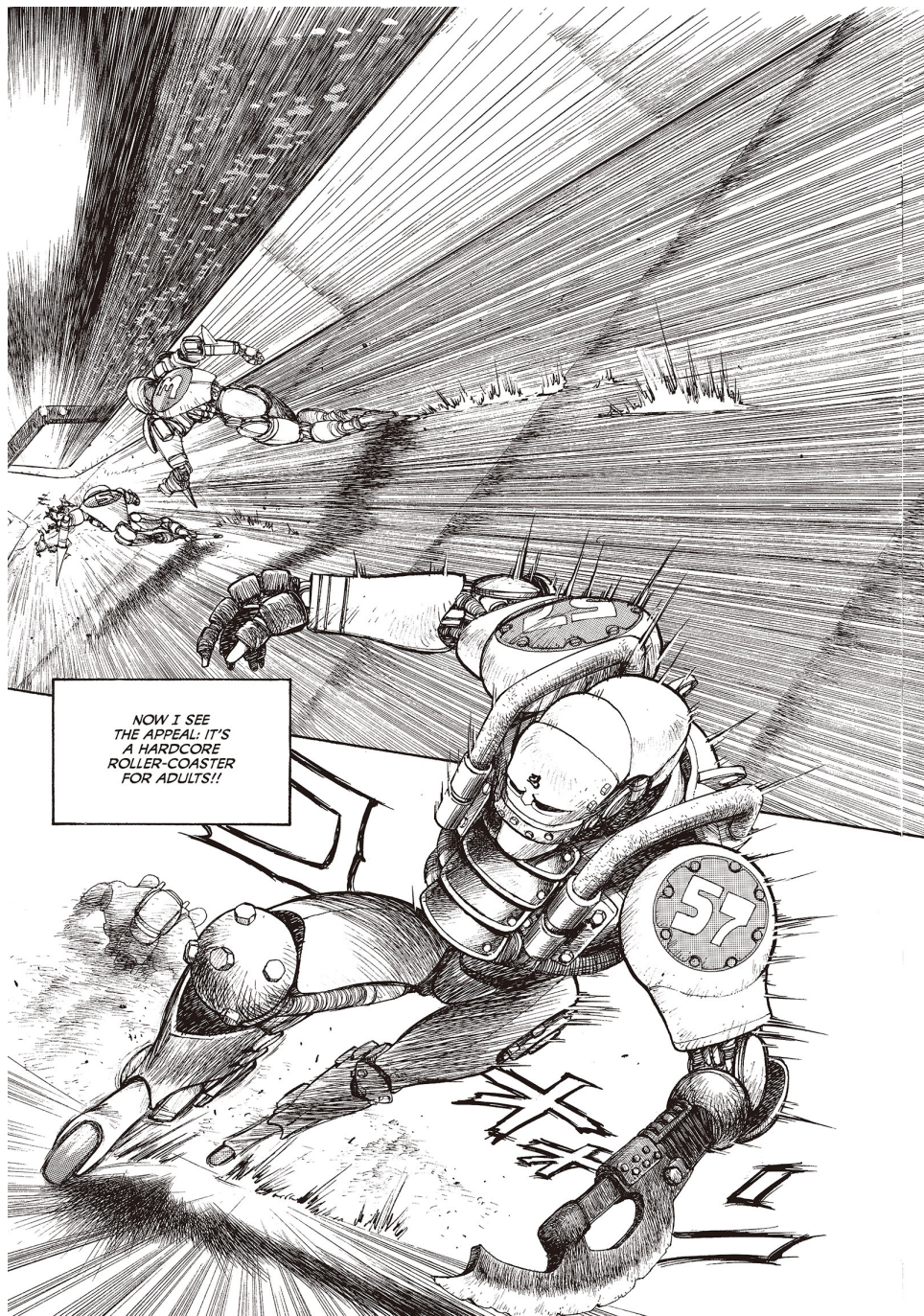
THROUGH YOUR CHOSEN PLAYER'S SENSES, YOU WILL EXPERIENCE THE EXCITING SIGHTS AND SOUNDS OF MOTORBALL IN REAL-TIME.

WELCOME TO CHANNEL 57, MONITORING STATION FOR BARDICHE.

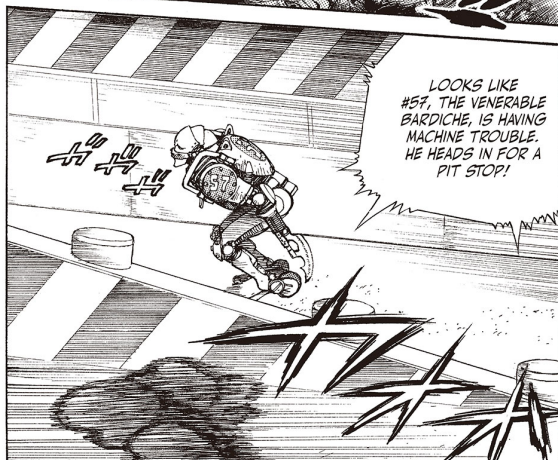
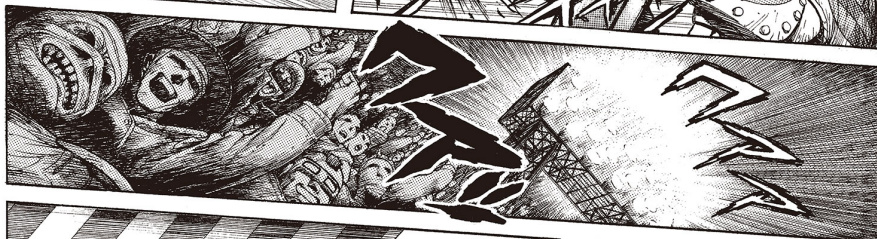
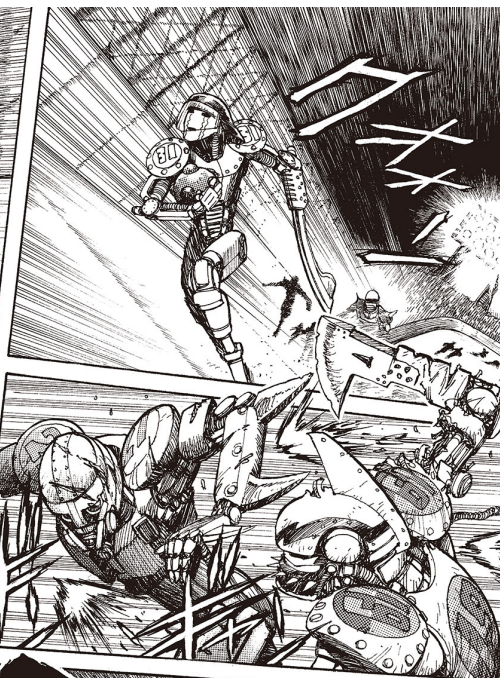
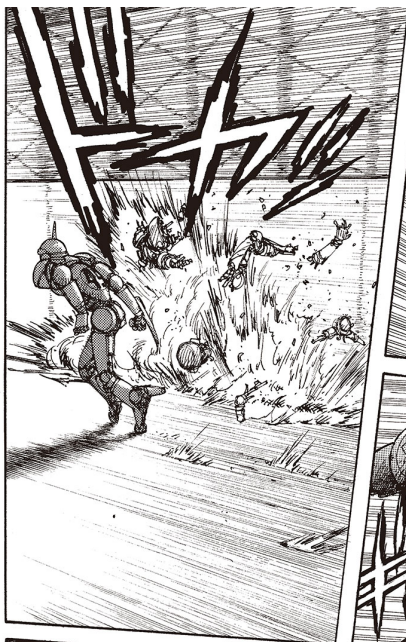


MY EYES AND
EARS WERE SUDDENLY
THRUST IN A BATTLE
AT 300 KM/H! I WAS
ESSENTIALLY INSIDE
THE BODY OF
PLAYER #57!!

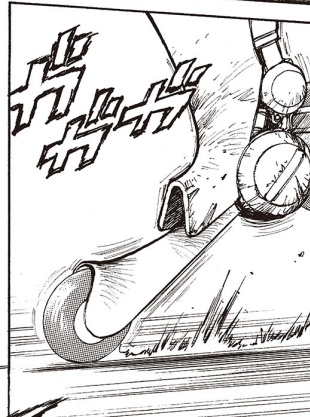




NOW I SEE
THE APPEAL: IT'S
A HARDCORE
ROLLER-COASTER
FOR ADULTS!!



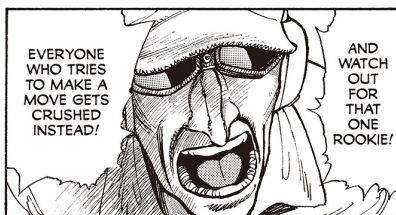
LOOKS LIKE
#57, THE VENERABLE
BARDICHE, IS HAVING
MACHINE TROUBLE.
HE HEADS IN FOR A
PIT STOP!





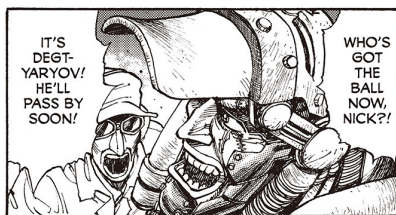
SWITCH
OUT MY
LEFT ARM
FOR A
FLAIL!!

HURRY
UP
WITH
THAT
LEG!!



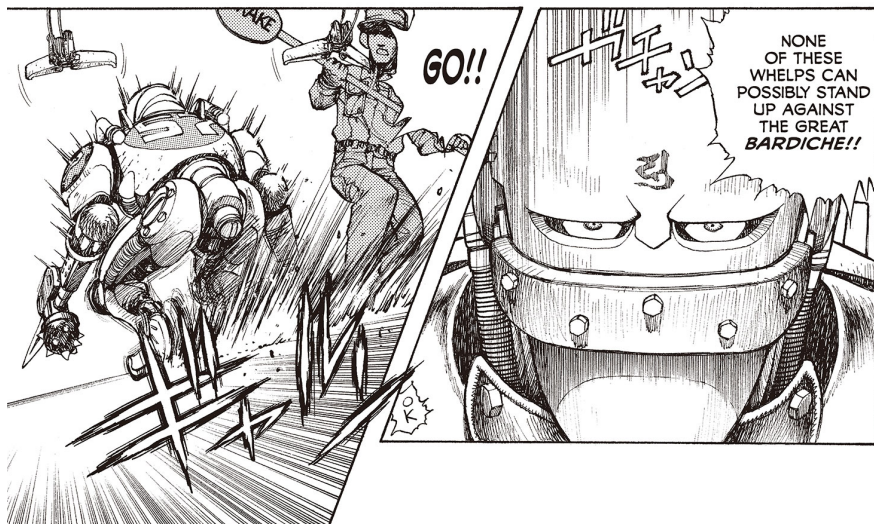
EVERYONE
WHO TRIES
TO MAKE A
MOVE GETS
CRUSHED
INSTEAD!

AND
WATCH
OUT FOR
THAT
ONE
ROOKIE!!



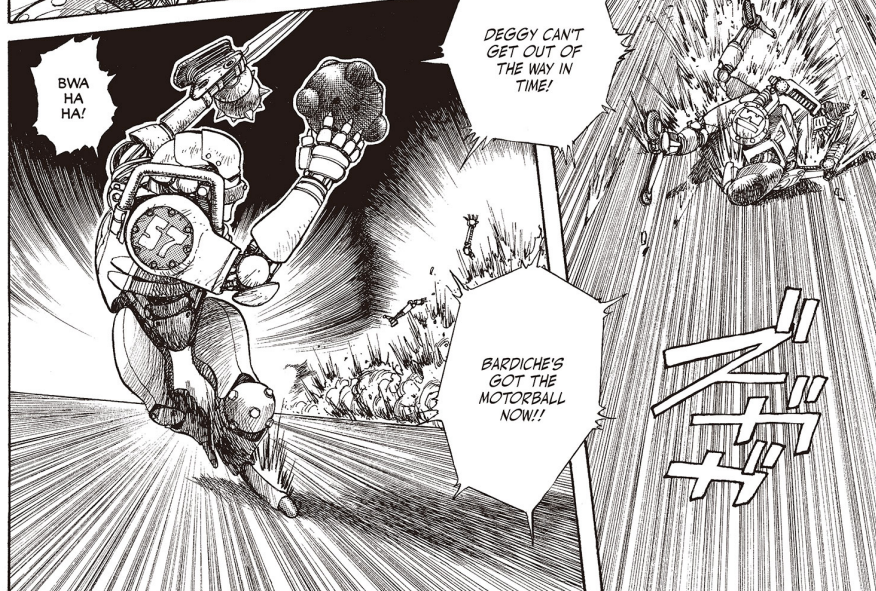
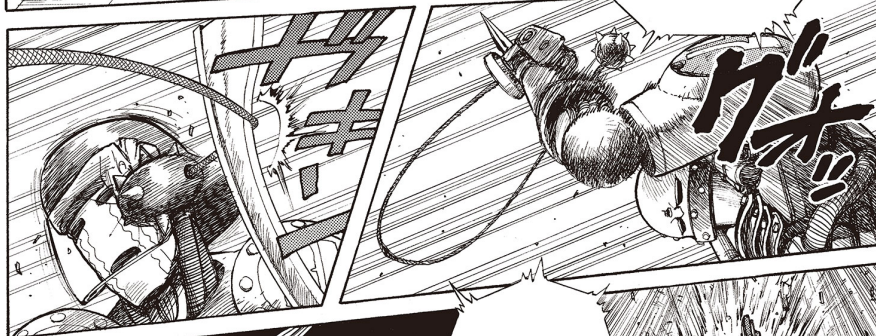
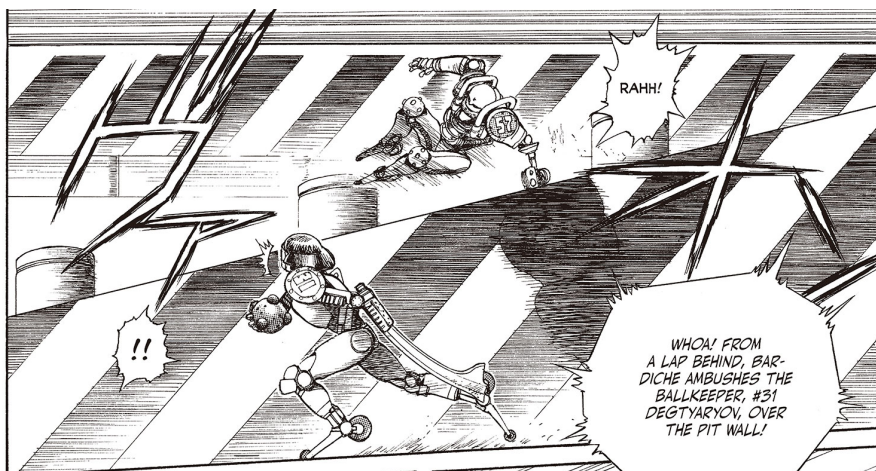
IT'S
DEGT-
YARYOV!
HE'LL
PASS BY
SOON!

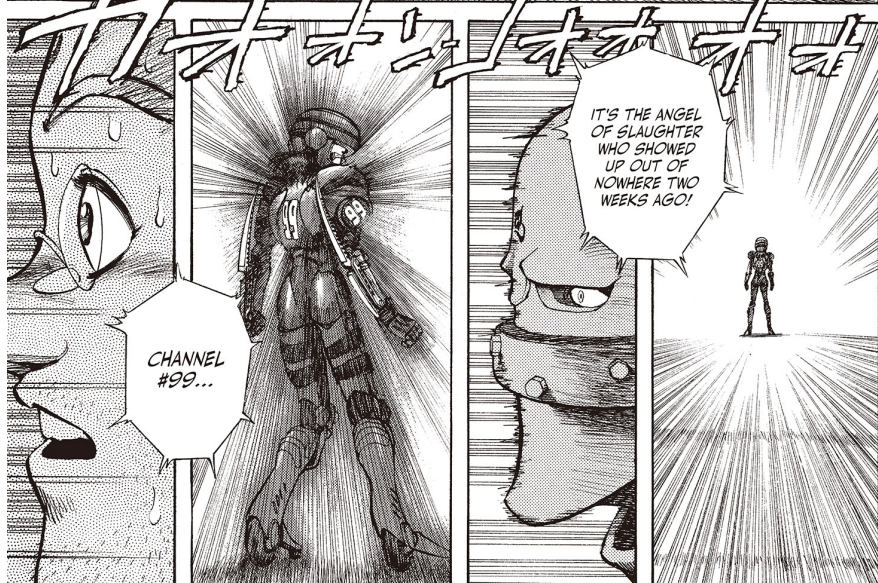
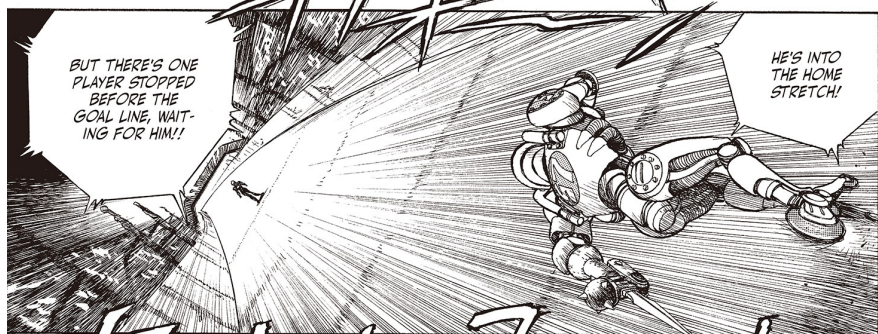
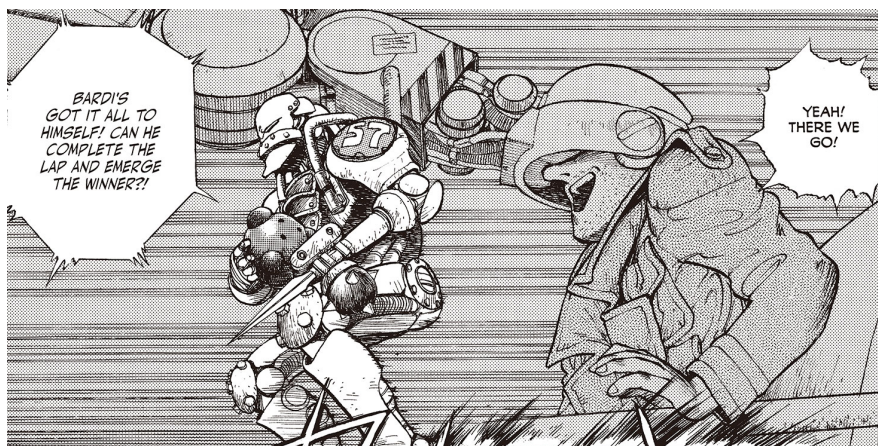
WHO'S
GOT
THE
BALL
NOW,
NICK?!



GO!!

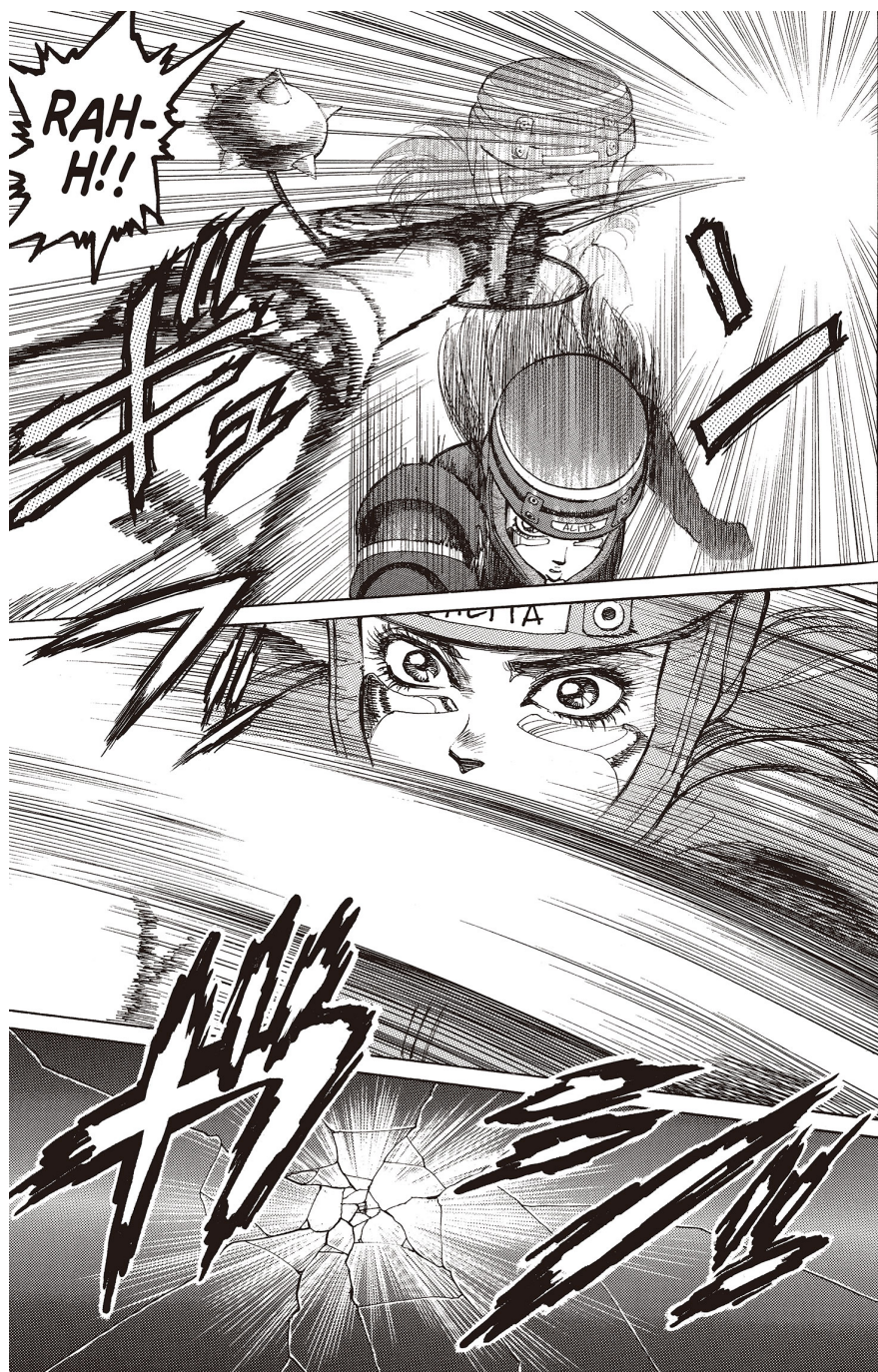
NONE
OF THESE
WHELPS CAN
POSSIBLY
STAND
UP AGAINST
THE GREAT
BARDICHE!!

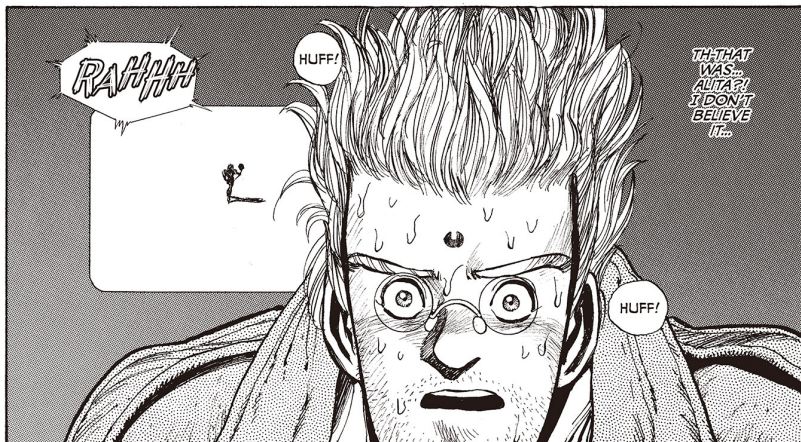
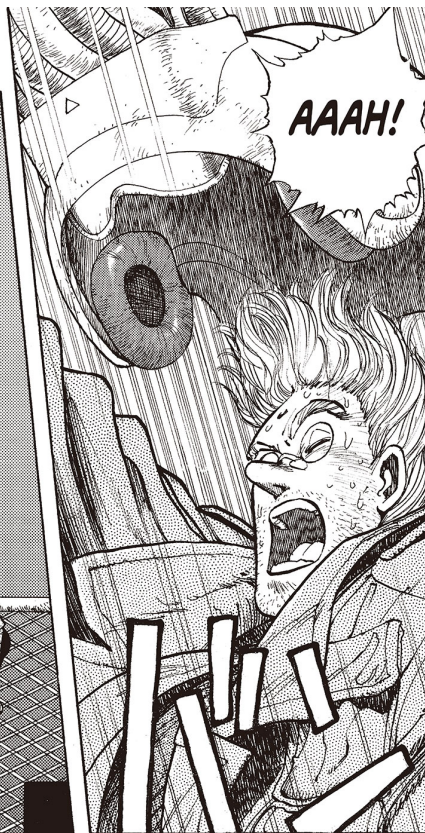


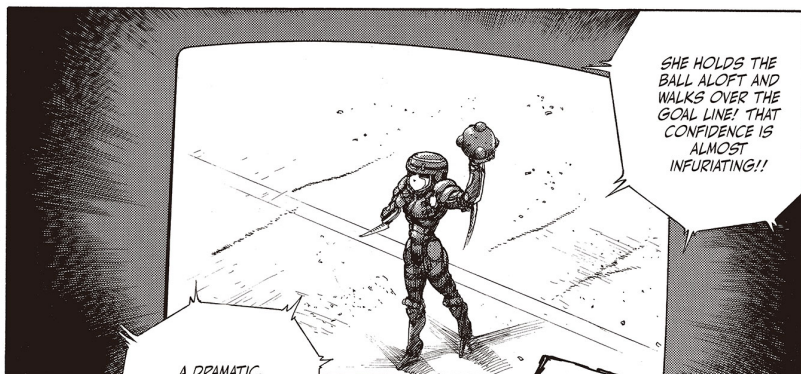


**IT'S
ALITA!!**



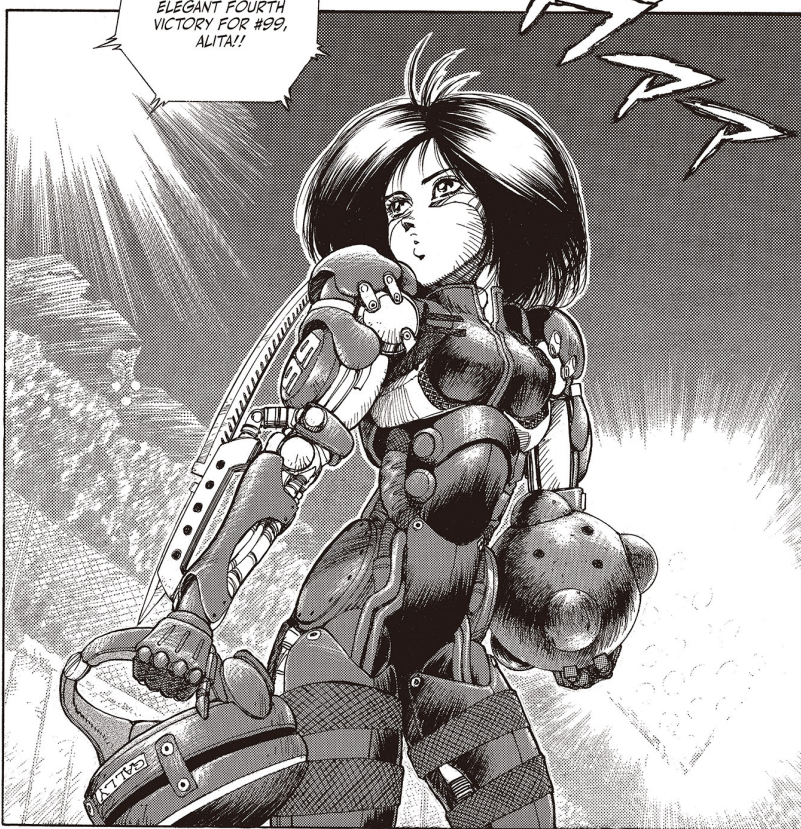


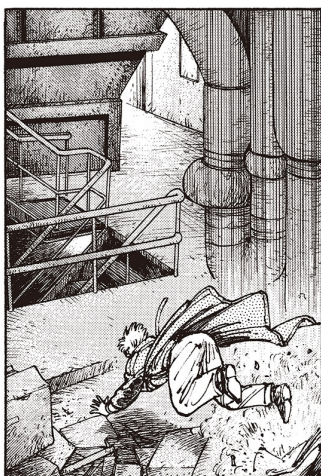
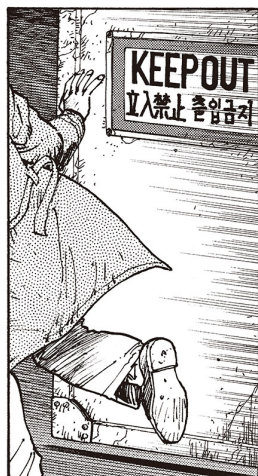
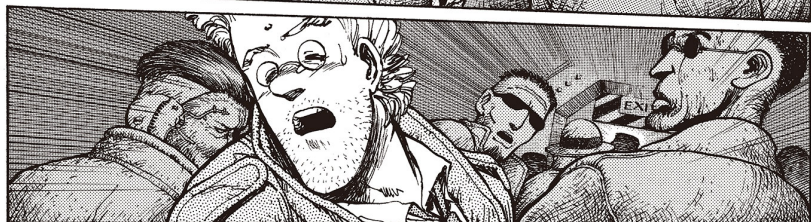
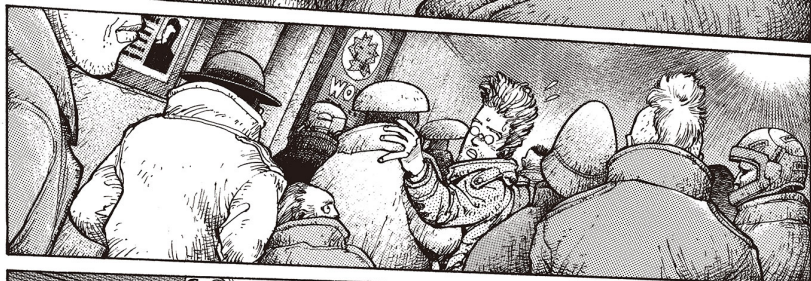


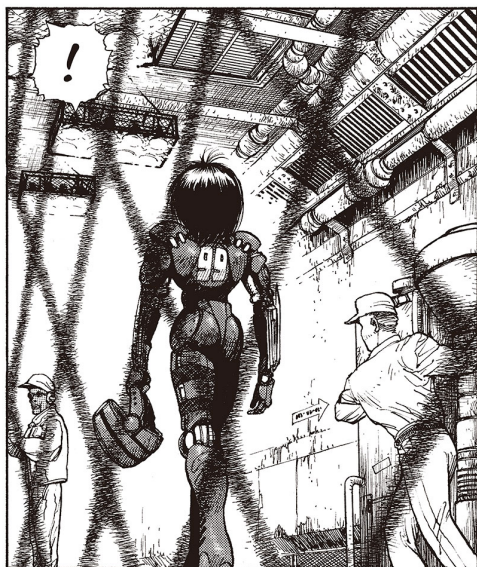
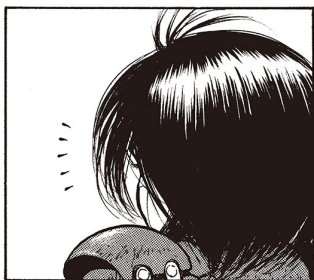
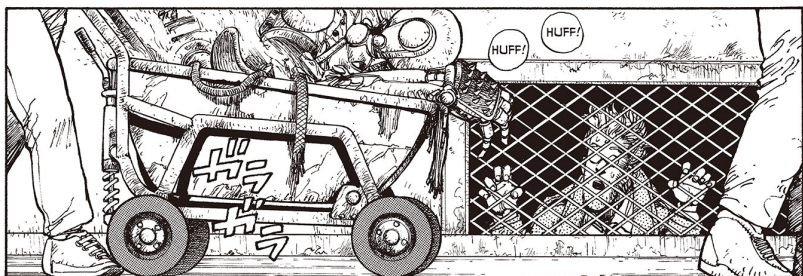


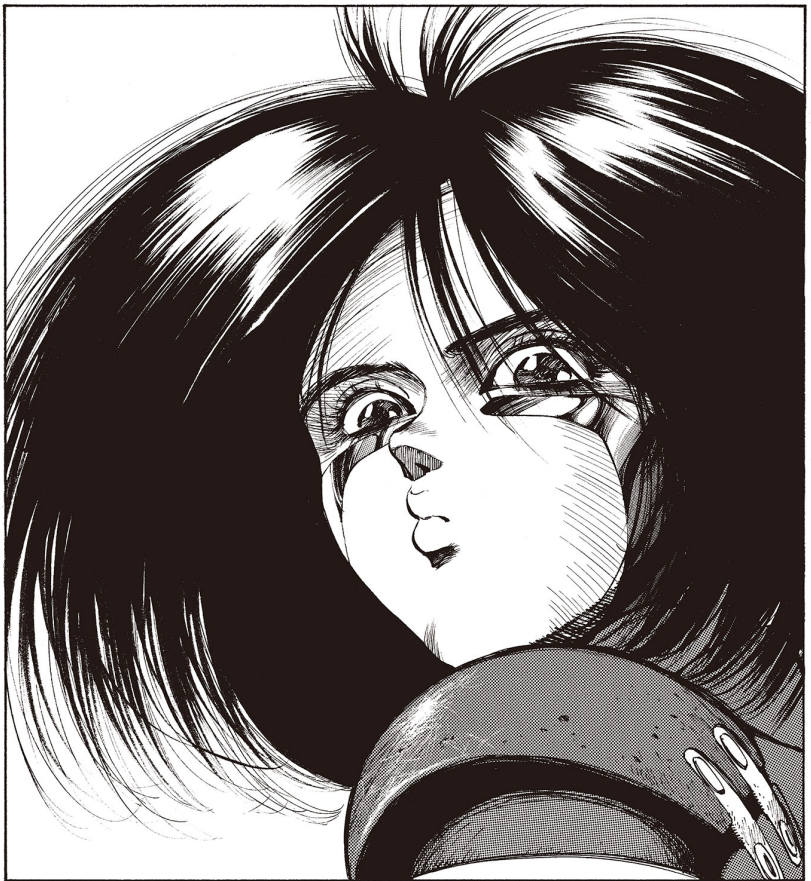
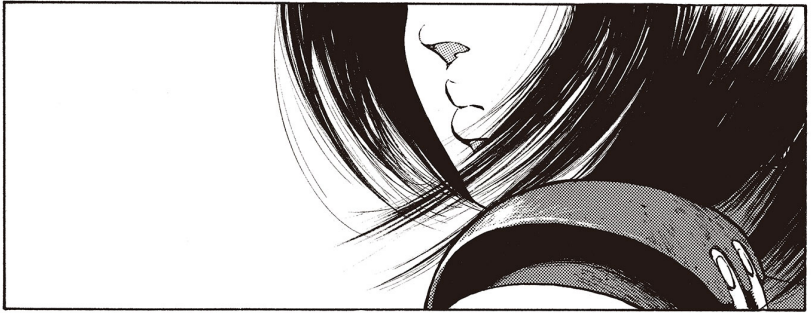
SHE HOLDS THE
BALL ALOFT AND
WALKS OVER THE
GOAL LINE! THAT
CONFIDENCE IS
ALMOST
INFURIATING!!

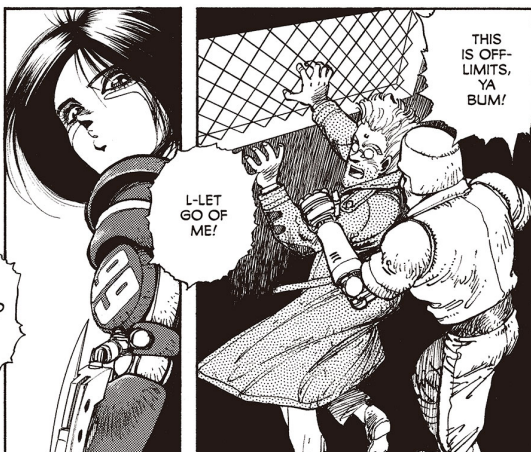
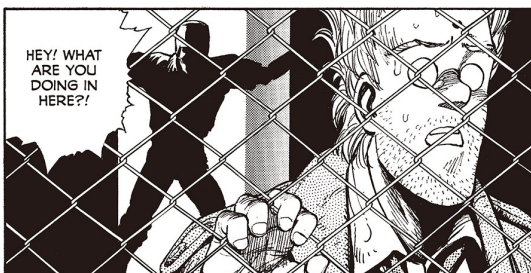
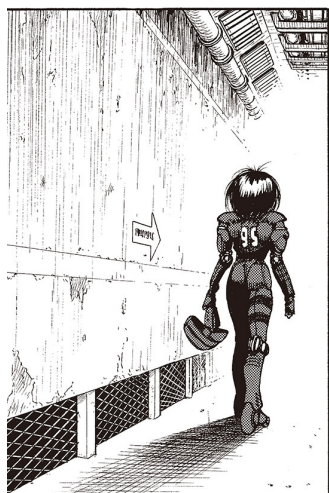
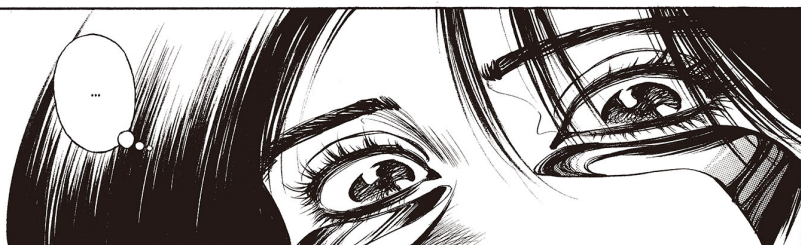
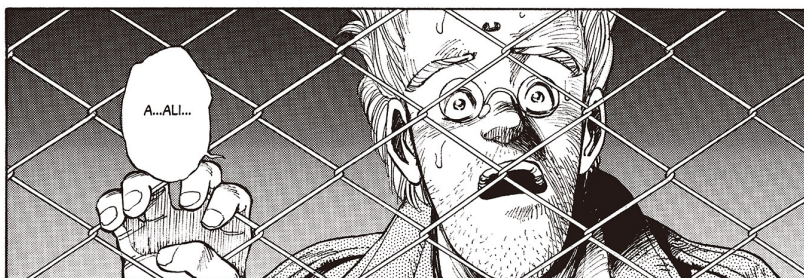
A DRAMATIC,
ELEGANT FOURTH
VICTORY FOR #99,
ALITA!!





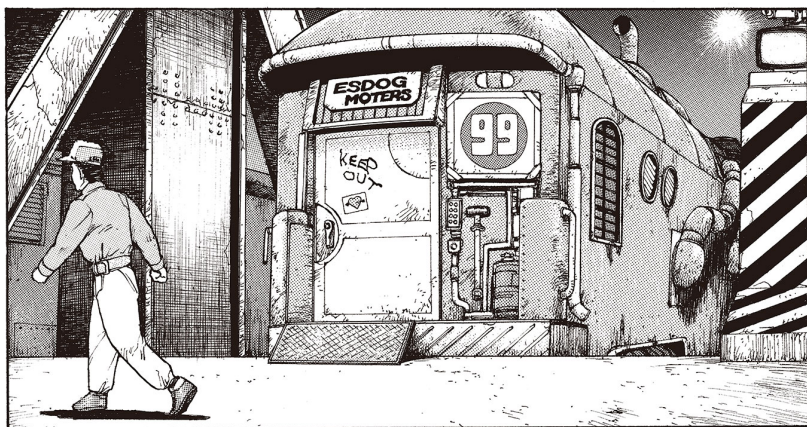
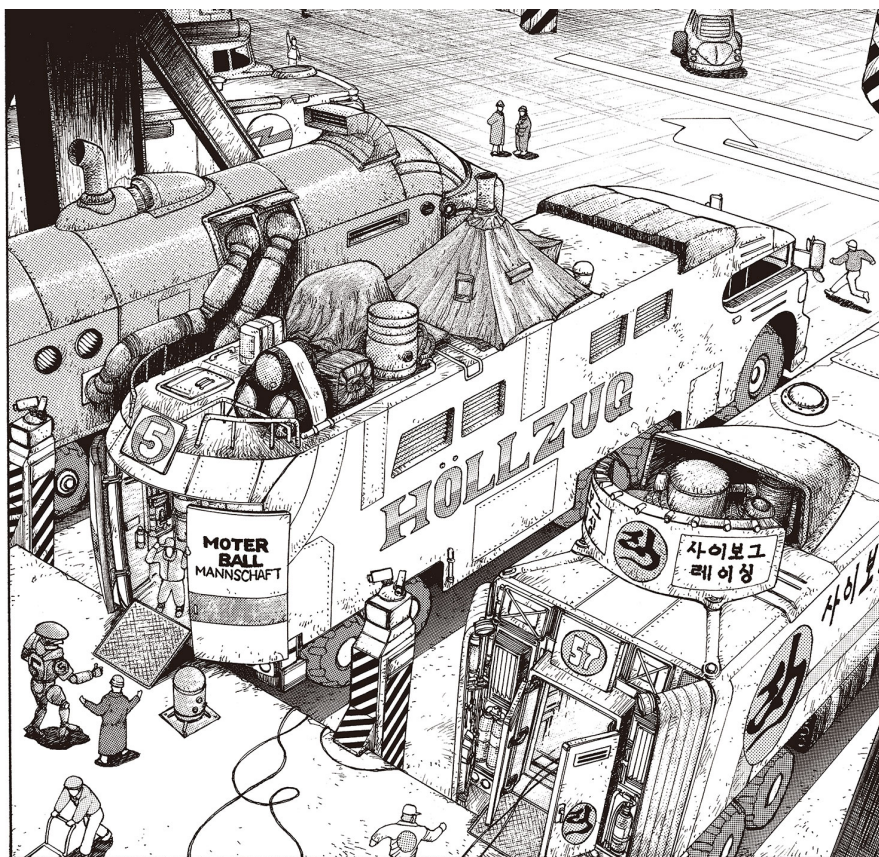


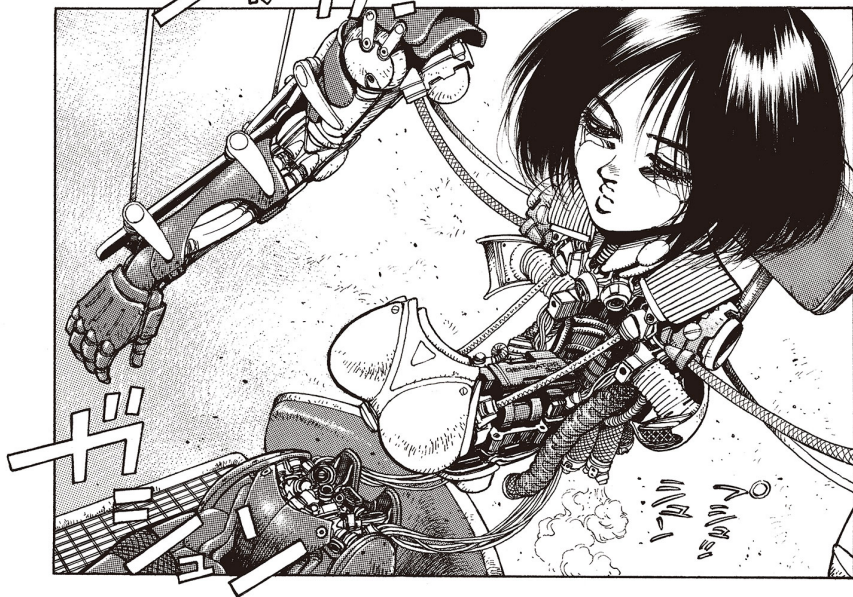
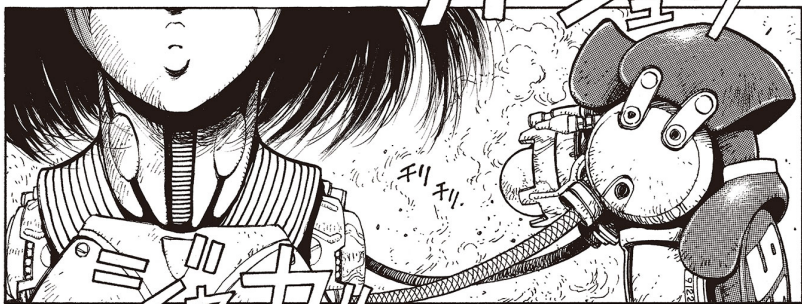


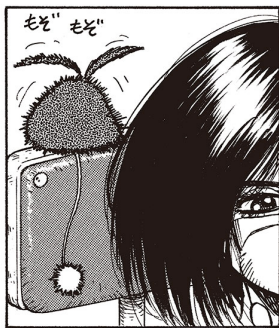
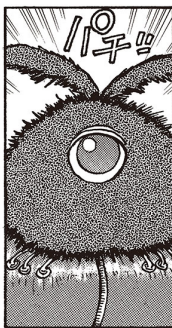
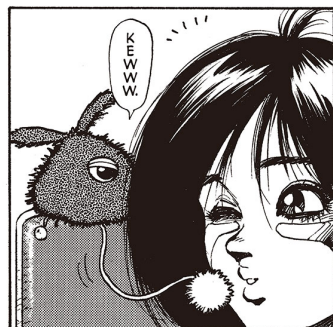
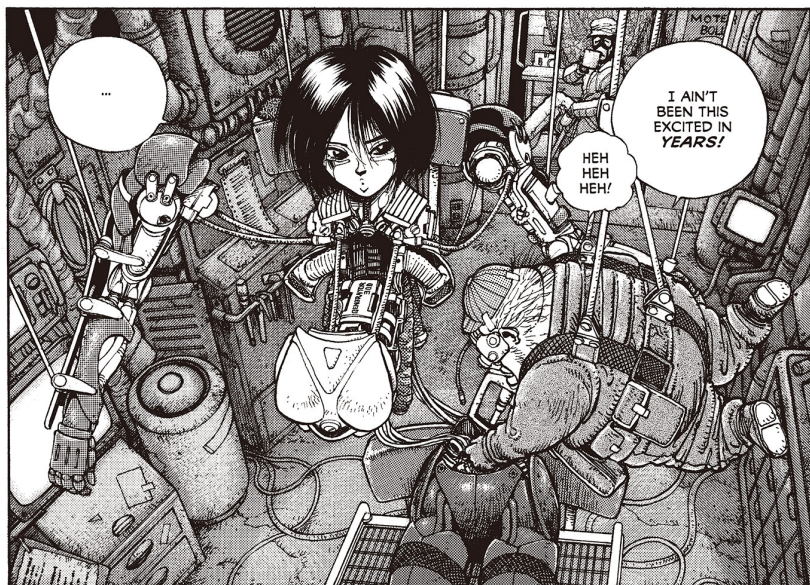


ALI-TAAA!
ドカン

UN-HAND ME!
バキッ





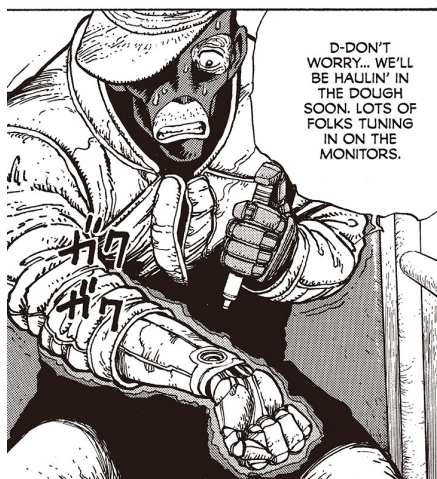


*Wetzteug: The name for the special race-use bodies for motorball players. There are strict regulations on engine RPM, actuator reaction speed, and so on, to ensure fair competition.

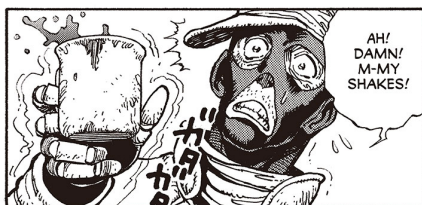


WHEN I
WAS STILL
BALLIN'...

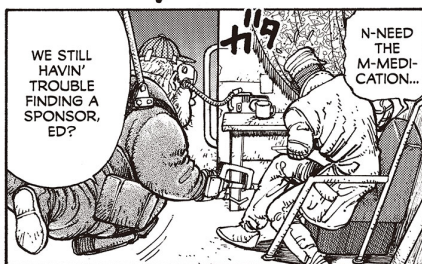
DON'T ALL
CARRIED AWAY,
JUST BECAUSE
WE BEAT SOME
SCRUBS DOWN
IN THIRD LEAGUE,
UMBA!



D-DON'T
WORRY... WE'LL
BE HAULIN' IN
THE DOUGH
SOON. LOTS OF
FOLKS TUNING
IN ON THE
MONITORS.

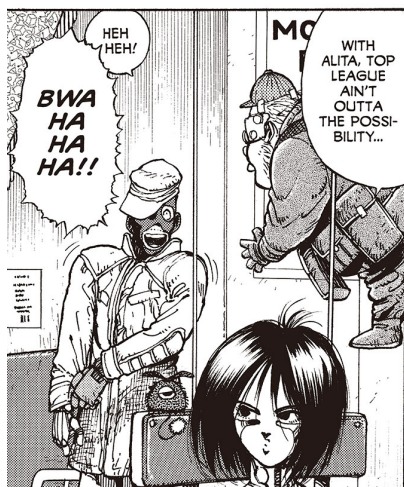


AH!
DAMN!
M-MY
SHAKES!



WE STILL
HAVIN'
TROUBLE
FINDING A
SPONSOR,
ED?

N-NEED
THE
M-MEDI-
CATION...



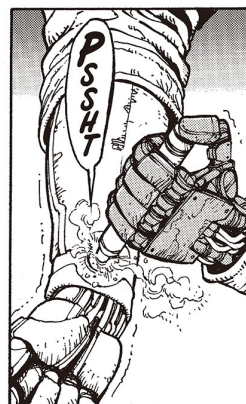
HEH
HEH!

BWA
HA
HA
HA!!

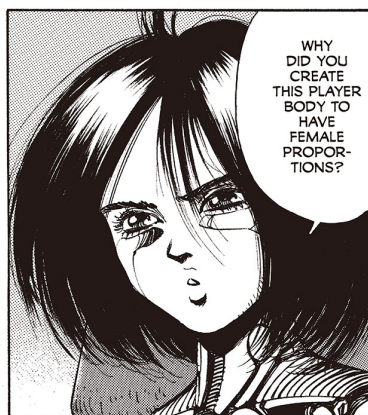
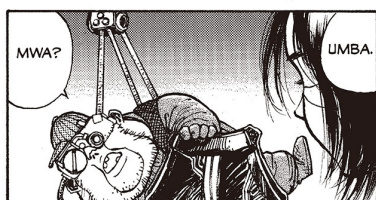
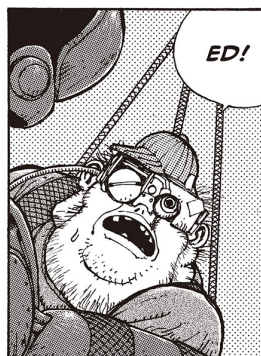
WITH
ALITA, TOP
LEAGUE
AIN'T
OUTTA
THE POSSI-
BILITY...



IF WE MAINTAIN
THIS WINNING
PERCENTAGE,
WE'LL ATTRACT
SPONSORS,
GET OUTTA THIS
MONEY PIT, AND
RANK UP TO
SECOND LEAGUE
IN NO TIME.



PSHT



THAT'S
WHY I
CHOSE TO
BE A MO-
TORBALL
PLAYER...

MY GOAL
WAS TO
FORGET
EVERY-
THING.

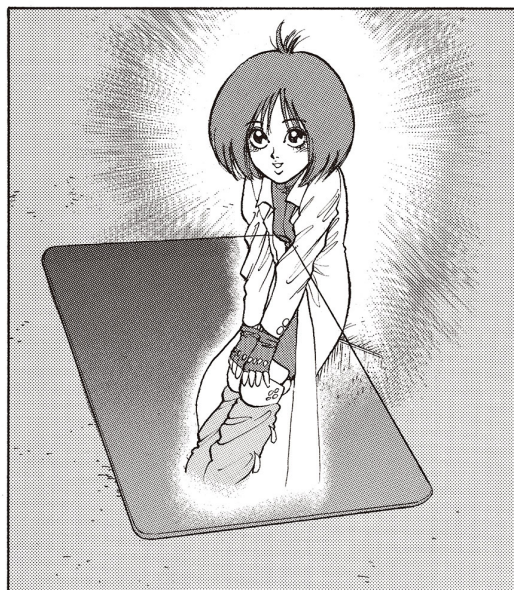
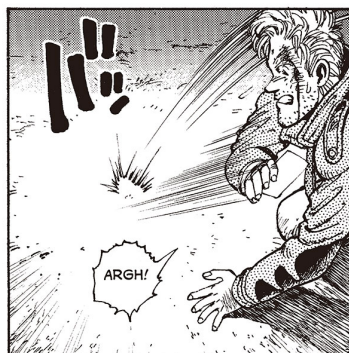
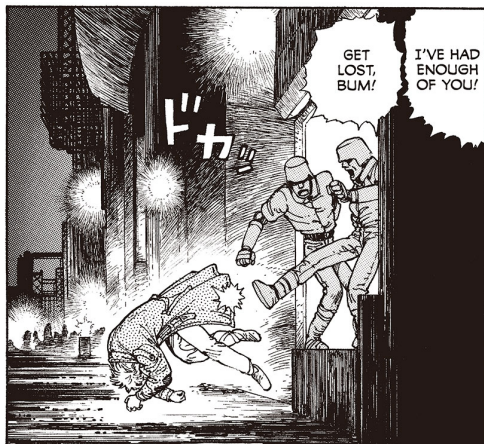
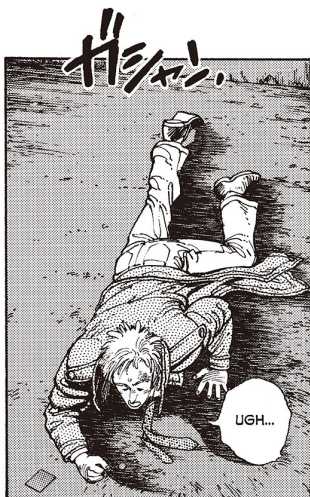
I AM...

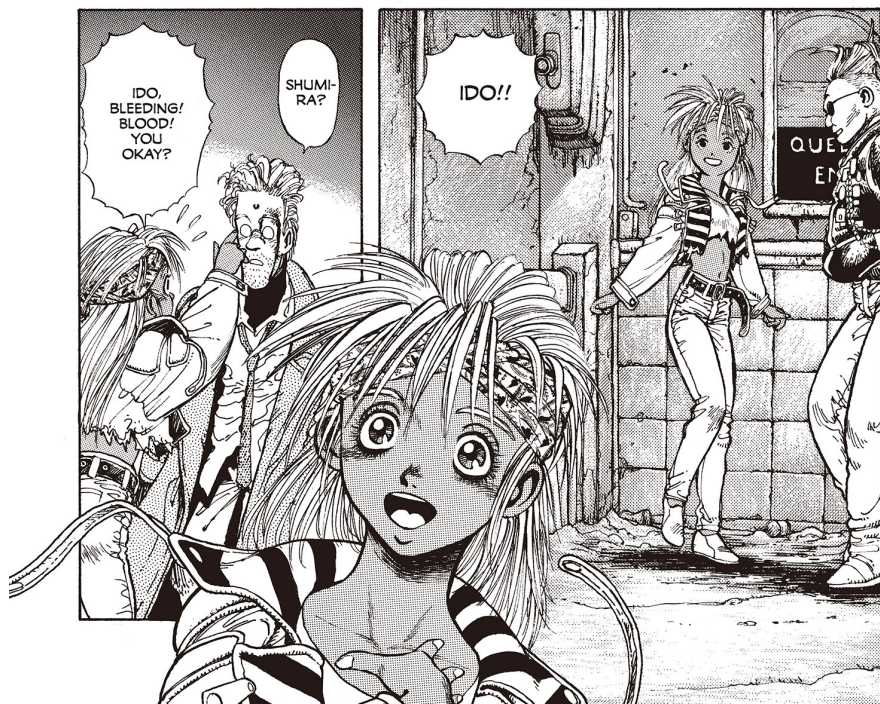
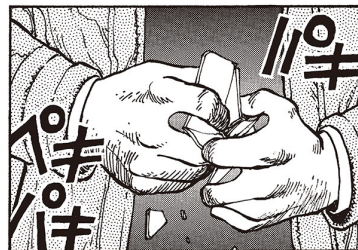
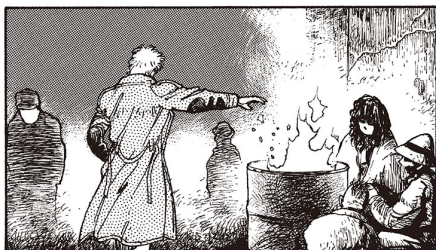
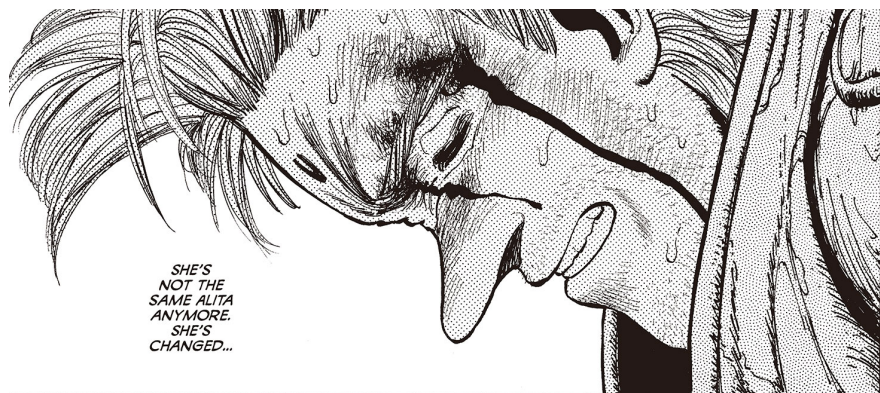
MY OLD
BODY (THE
BERSERKER)
IS DORMANT
IN SOME
WAREHOUSE.

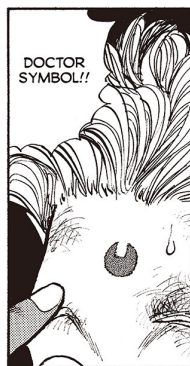
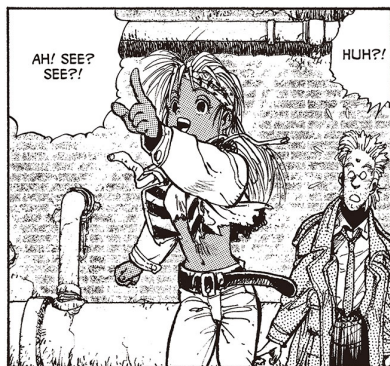
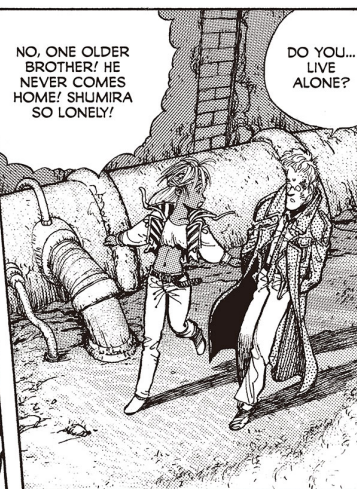
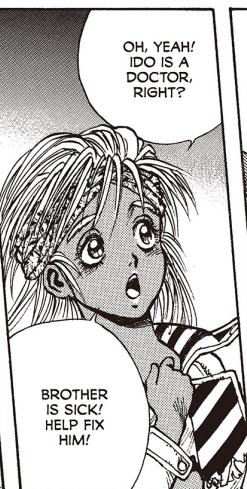
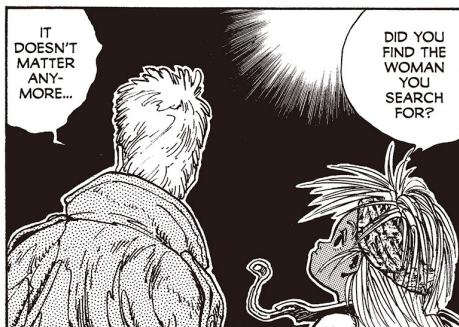
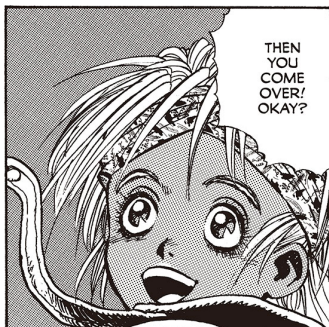
IT SLEEPS
WITH MY
MEMORIES
OF IDO'S
LOVE AND
YUGO'S
BITTER
END...

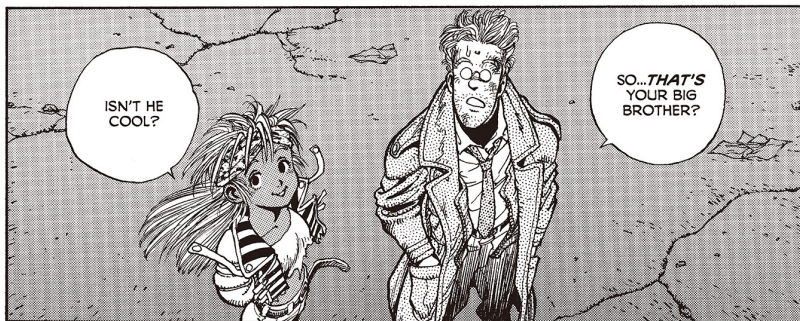
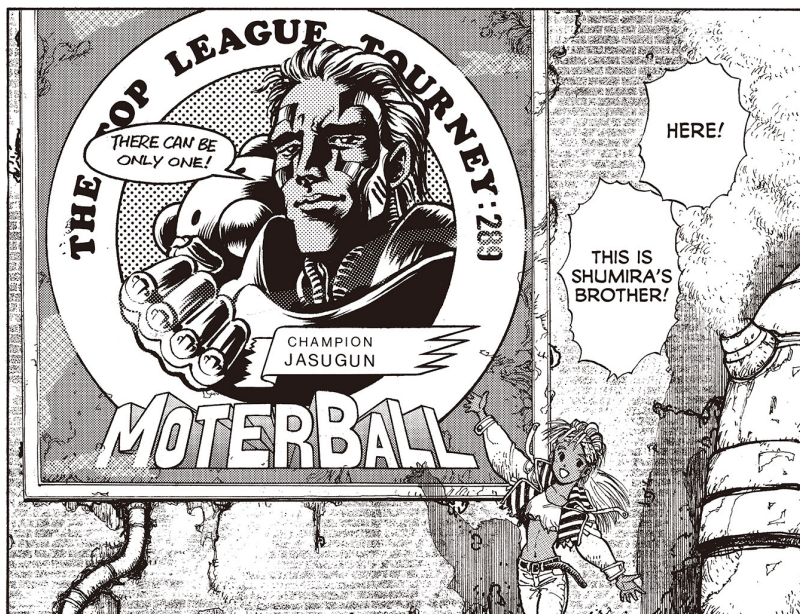
I WANT
TO BE A
RAZOR'S
EDGE.

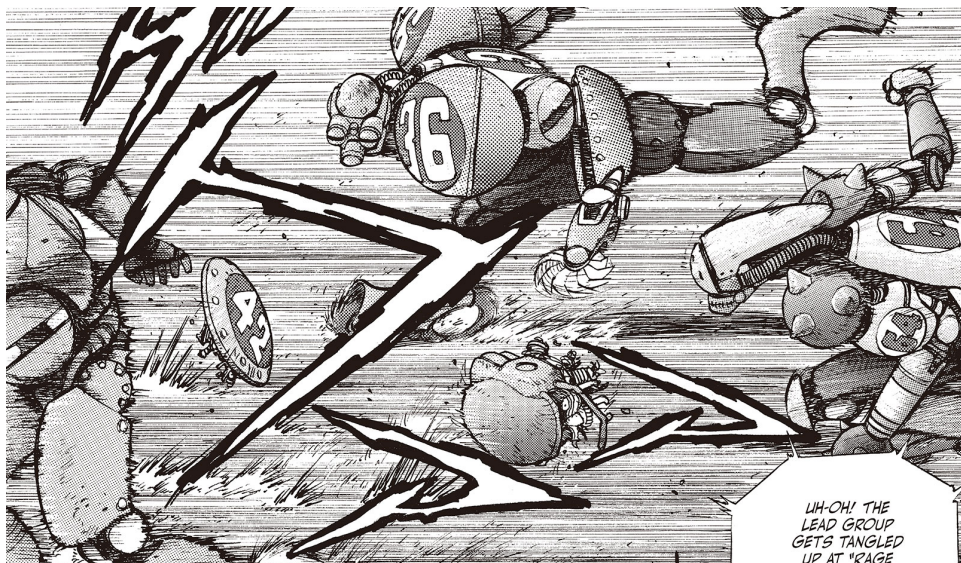
...A PIECE
OF STEEL.



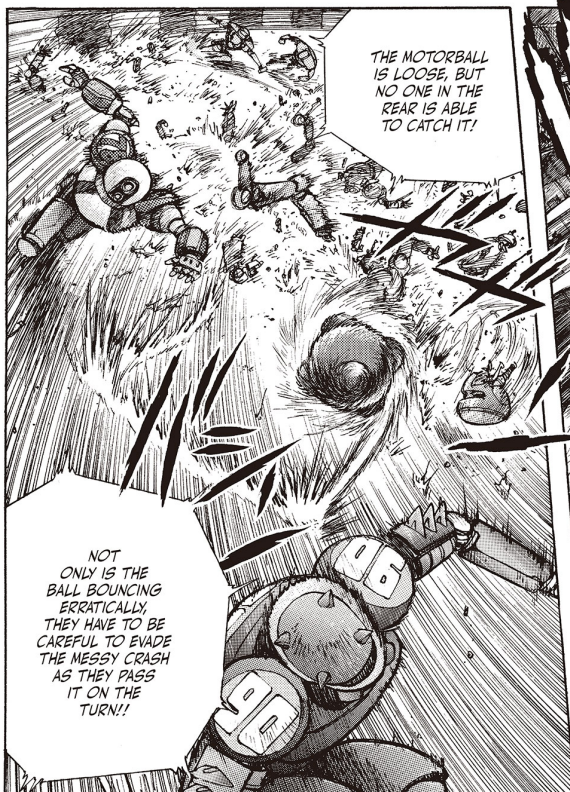






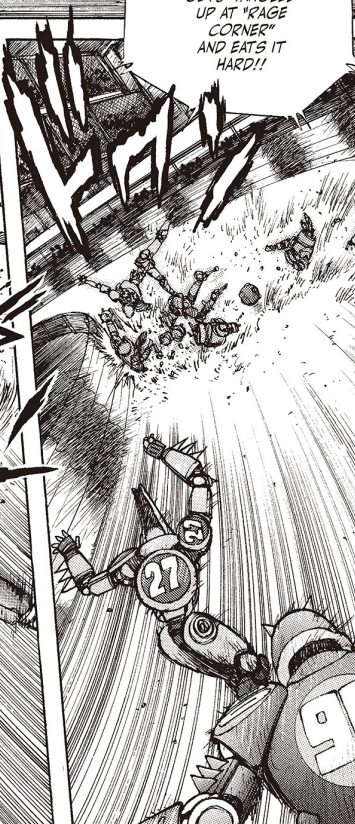


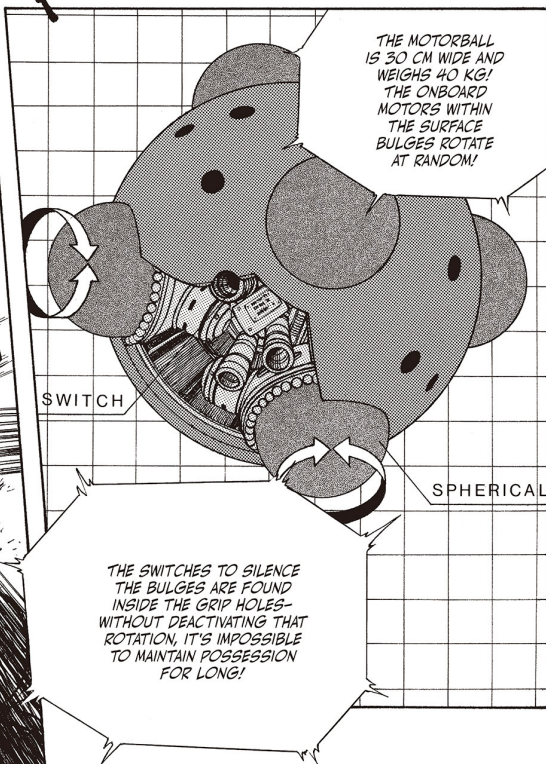
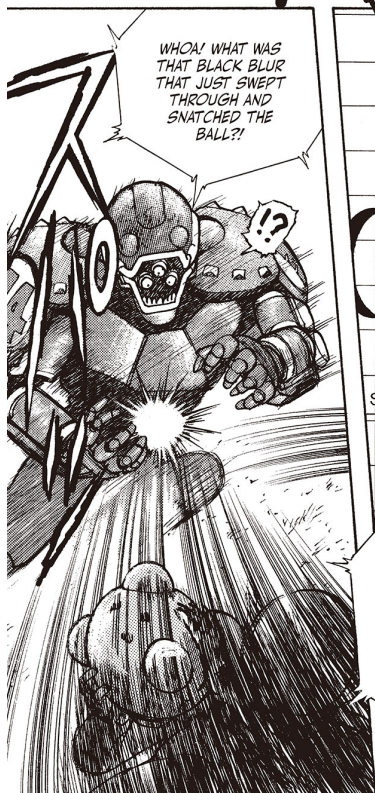
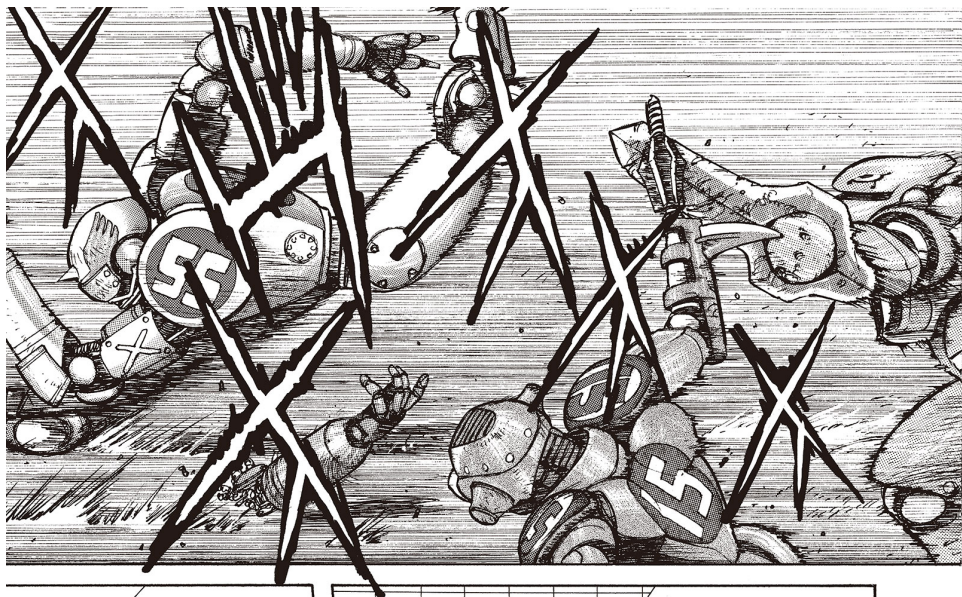
UH-OH! THE
LEAD GROUP
GETS TANGLED
UP AT "RAGE
CORNER"
AND EATS IT
HARD!!

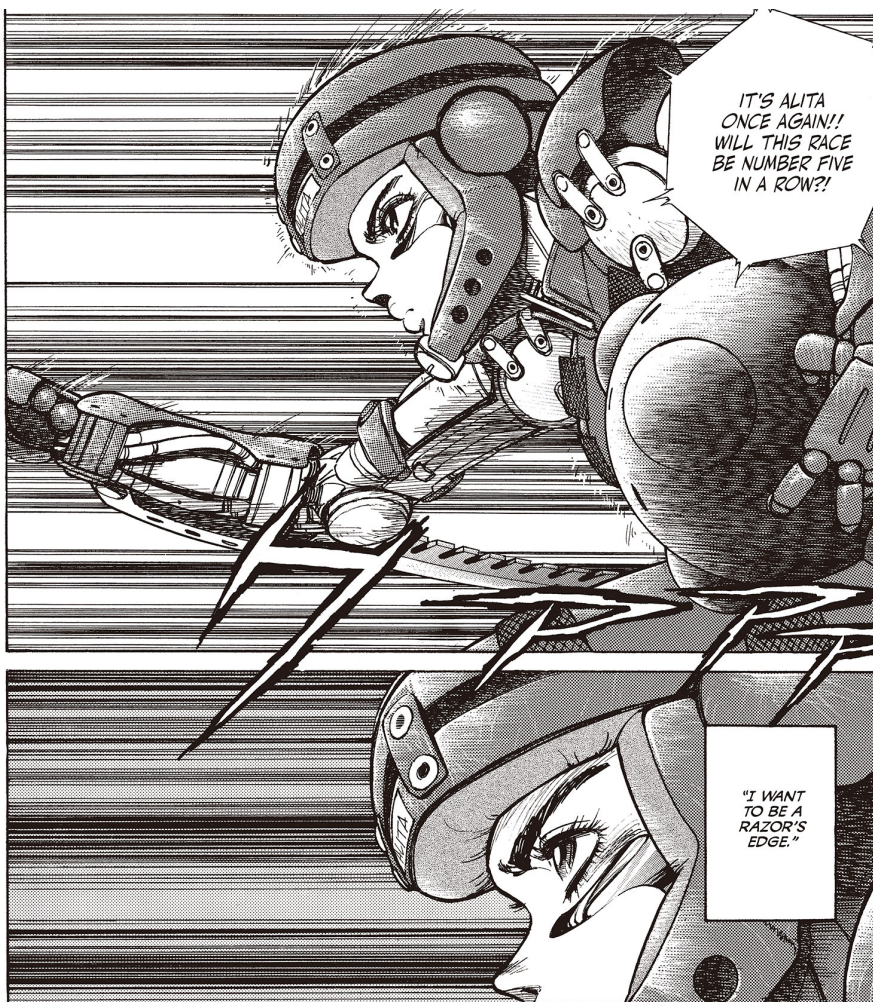


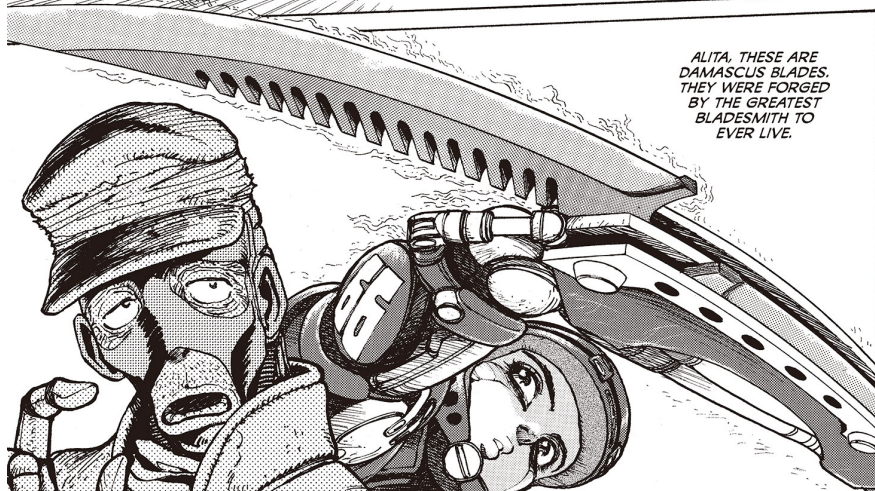
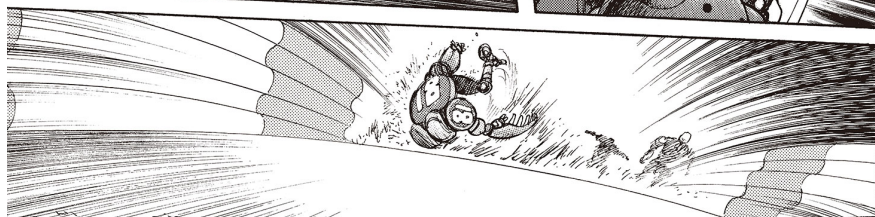
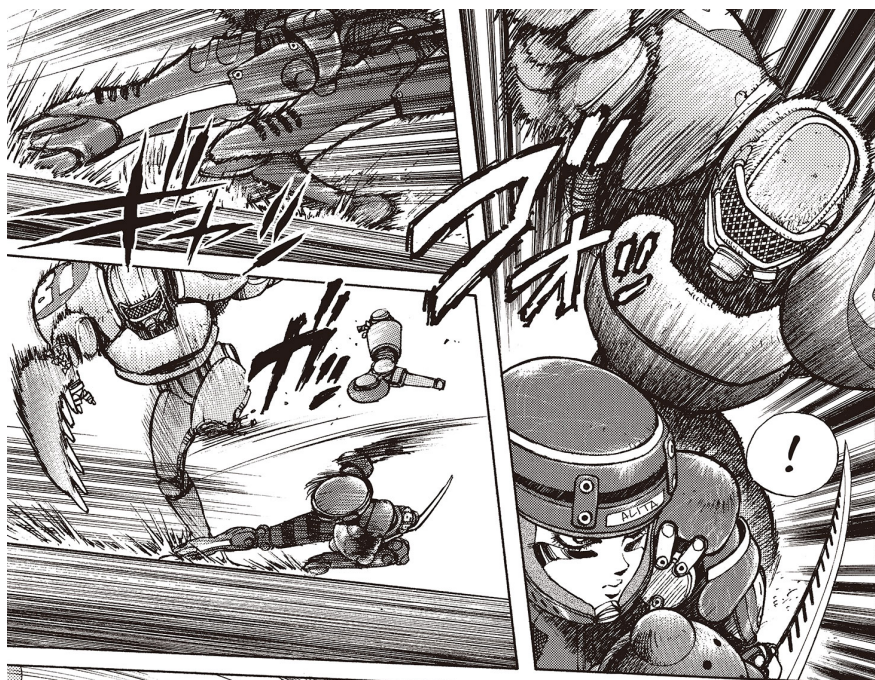
THE MOTORBALL
IS LOOSE, BUT
NO ONE IN THE
REAR IS ABLE
TO CATCH IT!

NOT
ONLY IS THE
BALL BOUNCING
ERRATICALLY.
THEY HAVE TO BE
CAREFUL TO EVADE
THE MESSY CRASH
AS THEY PASS
IT ON THE
TURN!!









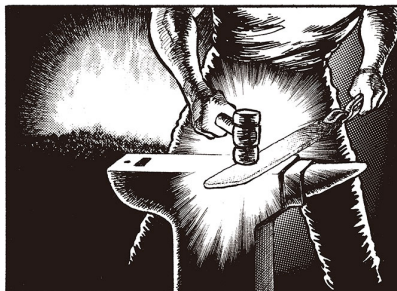
ALITA, THESE ARE
DAMASCUS BLADES.
THEY WERE FORGED
BY THE GREATEST
BLADESMITH TO
EVER LIVE.

THAT COMES
FROM A MIXTURE
OF METAL ALLOYS
OF DIFFERENT
HARDNESS—
IT'S CALLED
DAMASCUS
STEEL*.

YOU SEE
THAT
BEAUTIFUL
PATTERN-
ING ON THE
SURFACE?

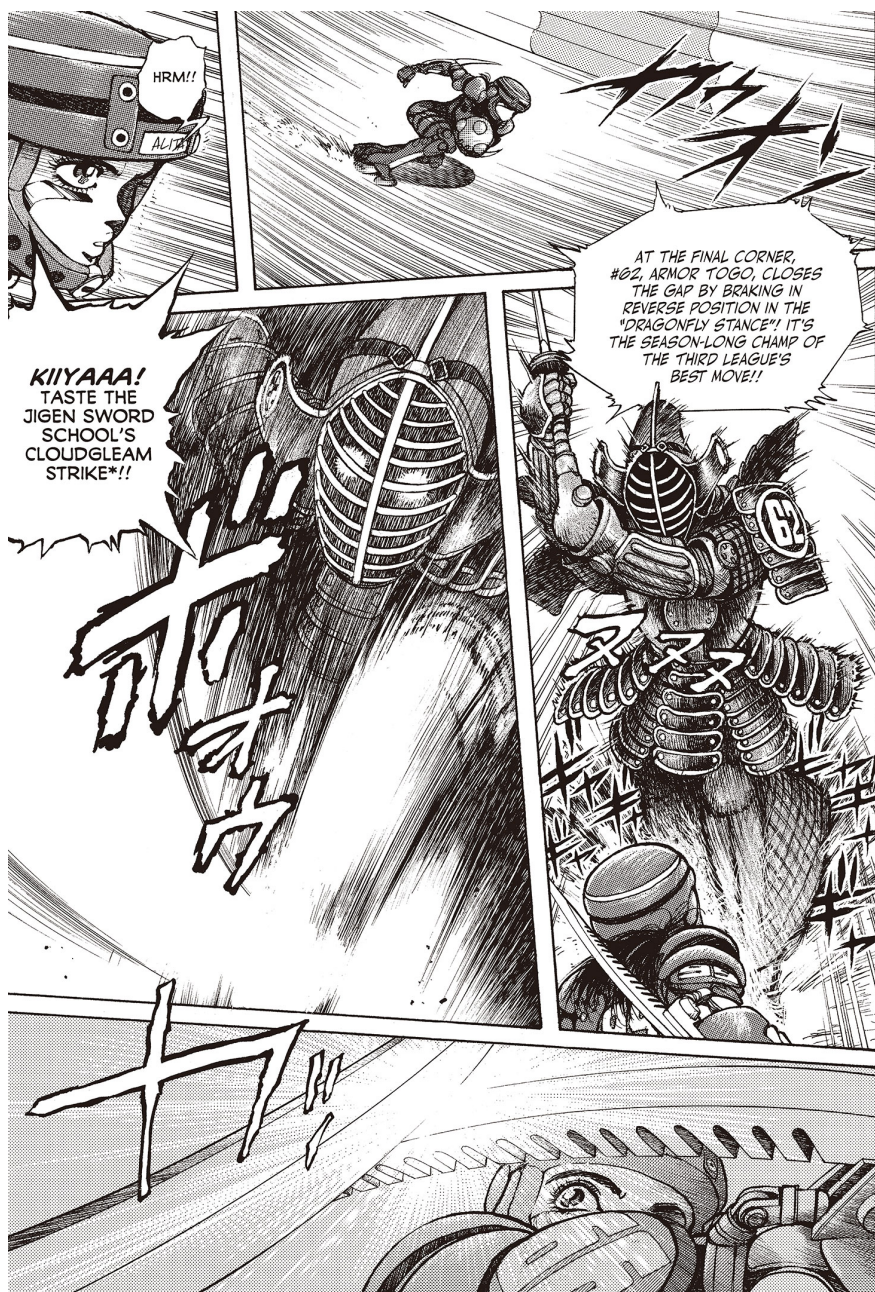
IN ALL
OF THE
UNIVERSE,
THE ULTIMATE
DAMASCUS
STEEL CAN
ONLY BE
FOUND HERE
IN THE
SCRAPYARD.

THEY SAY THE
MATERIAL TO
FORGE THIS
BLADE CAME
FROM THE
SCRAP HERE
IN TOWN.



THE IMPURITIES
BREATHE LIFE
INTO THE STEEL,
MAKING IT INTO
THE SLEEK,
RESILIENT,
POWERFUL
DAMASCUS
BLADES YOU
WIELD NOW.

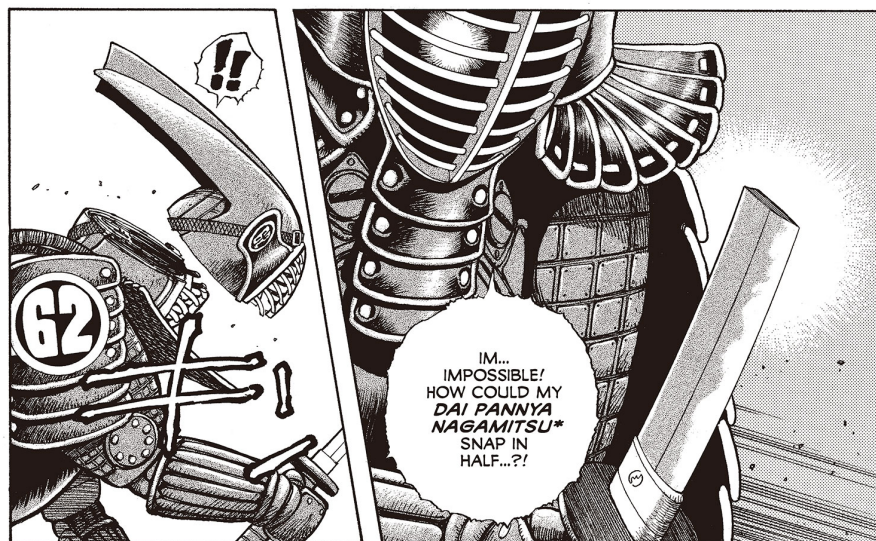
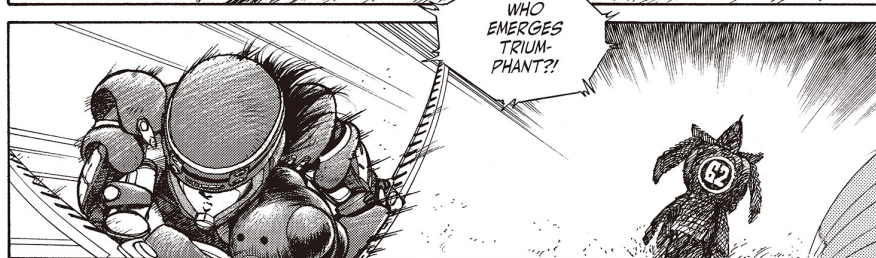
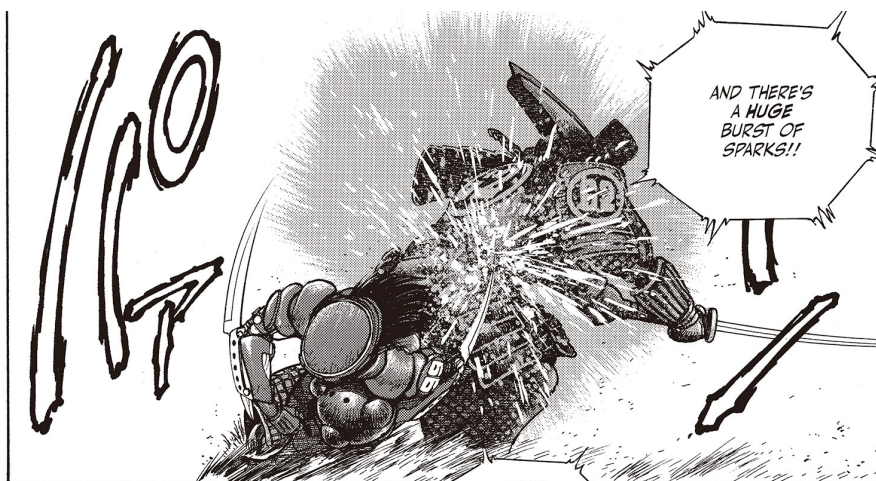
*Damascus steel: Steel made using a unique production method, thought to originate from the city of Damascus in Syria.



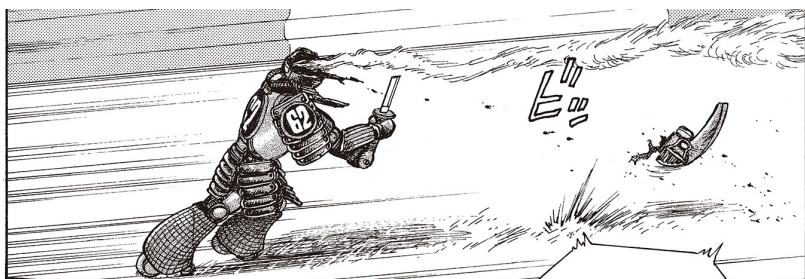
KIIYAAA!
TASTE THE
JIGEN SWORD
SCHOOL'S
CLOUDGLEAM
STRIKE*!!

AT THE FINAL CORNER,
#62, ARMOR TOGO, CLOSES
THE GAP BY BRAKING IN
REVERSE POSITION IN THE
"DRAGONFLY STANCE"! IT'S
THE SEASON-LONG CHAMP OF
THE THIRD LEAGUE'S
BEST MOVE!!

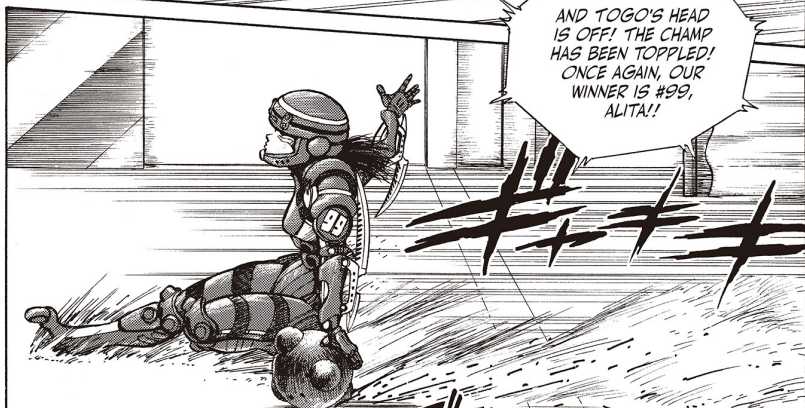
*Cloudgleam Strike: In measuring the quickness of a sword strike, the term unyō, or "cloud gleam," stands for one tenth of one tenth of one tenth of one tenth of a second. It is a poetic metaphor for the speed of lightning.



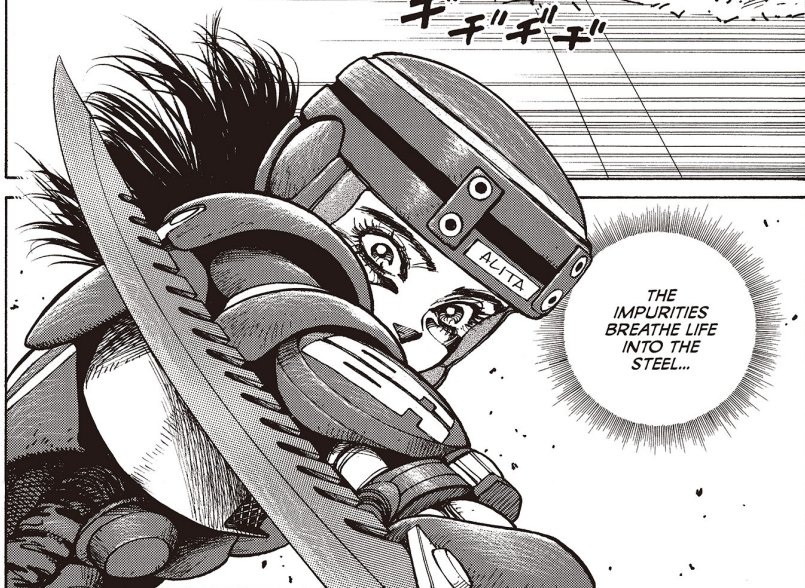
*Dai Pannya Nagamitsu: The legendary katana passed down from Oda Nobunaga to Tokugawa Ieyasu, "Dai Hannya Nagamitsu," is not this sword.



AND TOGO'S HEAD
IS OFF! THE CHAMP
HAS BEEN TOPPLED!
ONCE AGAIN, OUR
WINNER IS #89,
ALITA!!



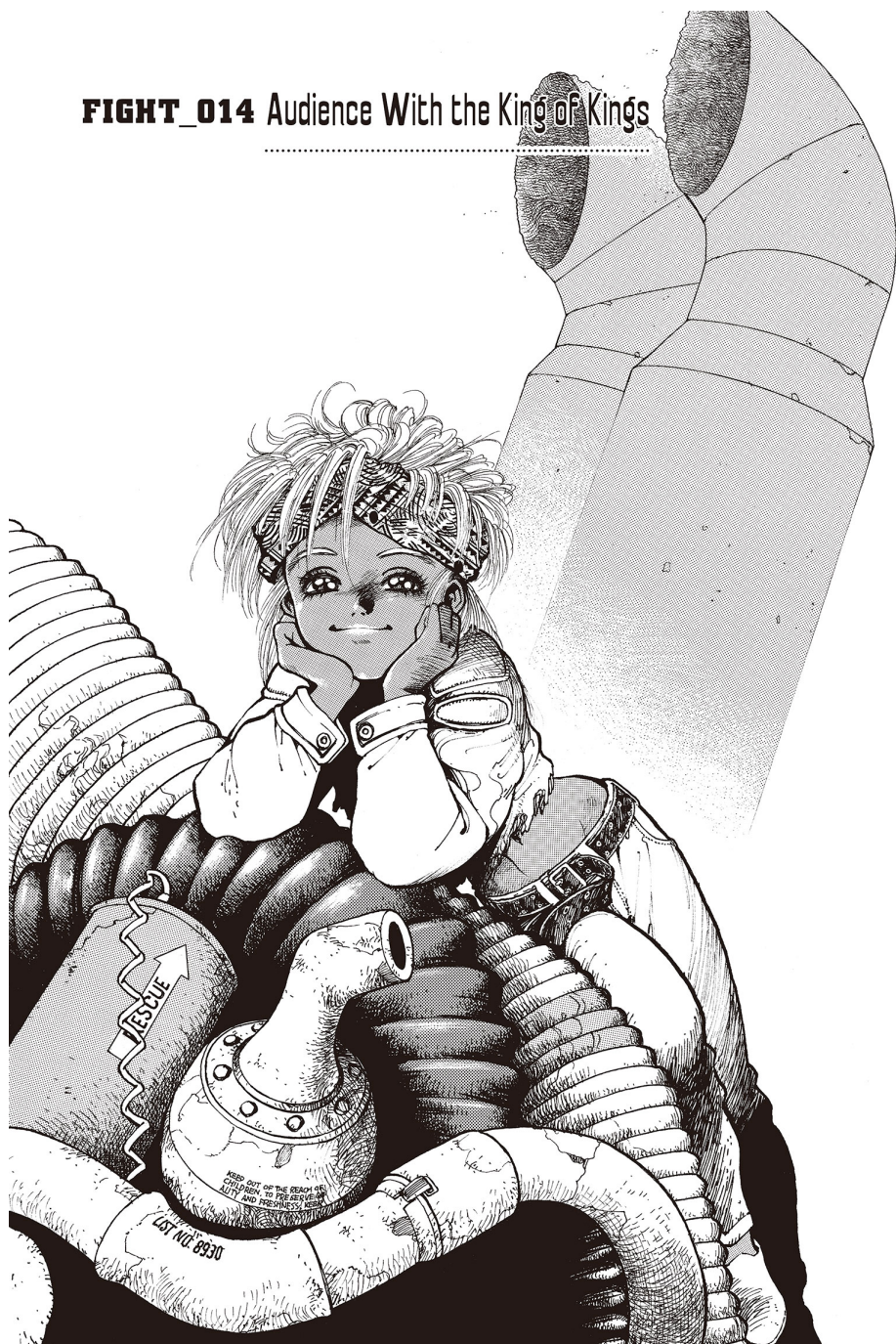
チ"チ"チ"チ"

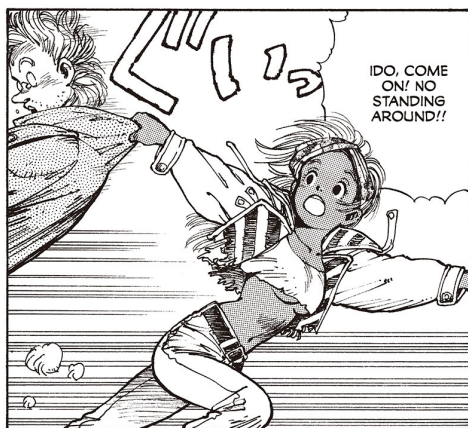
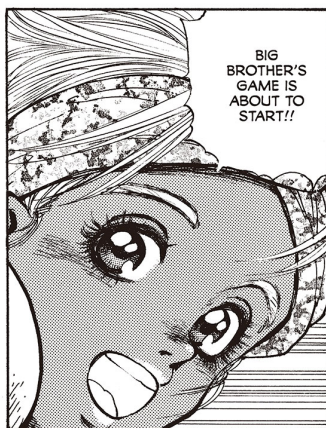
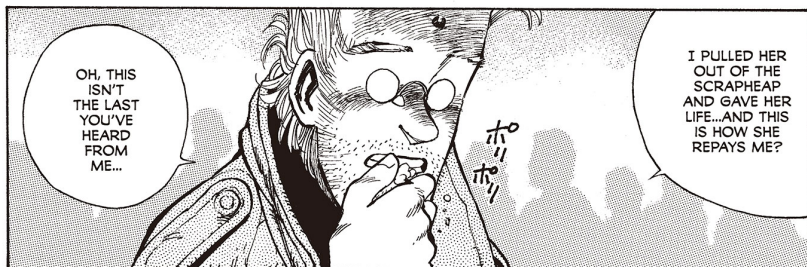
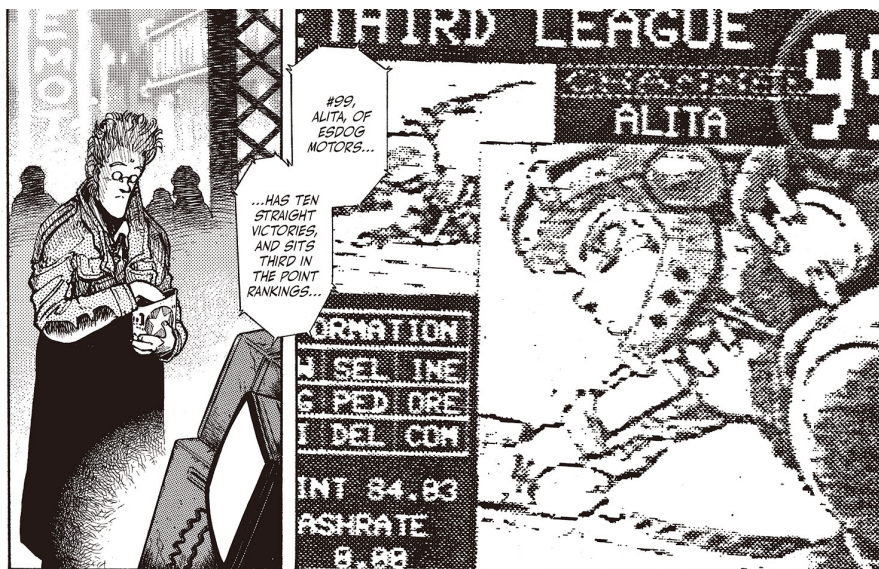


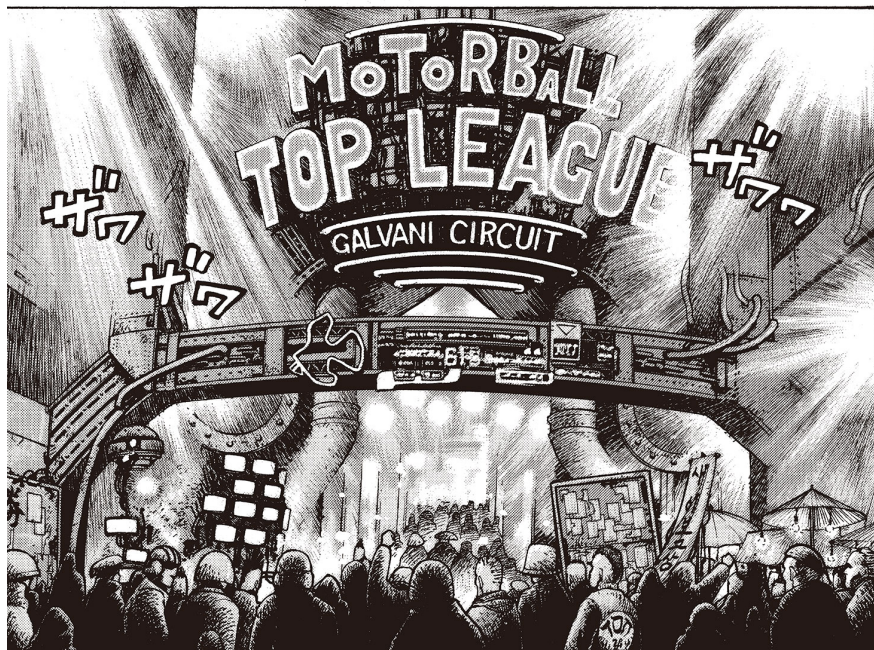
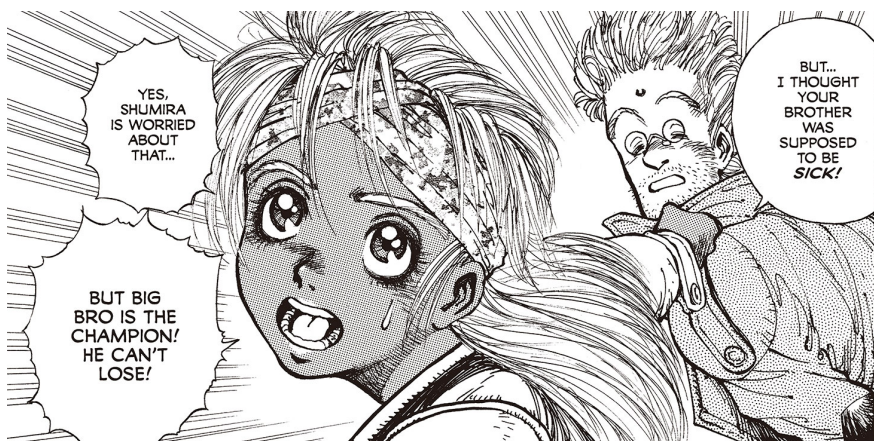
THE
IMPURITIES
BREATHE LIFE
INTO THE
STEEL...

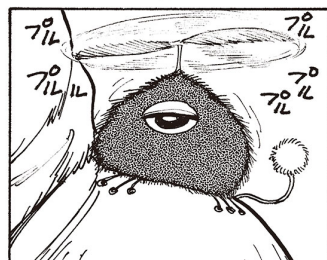
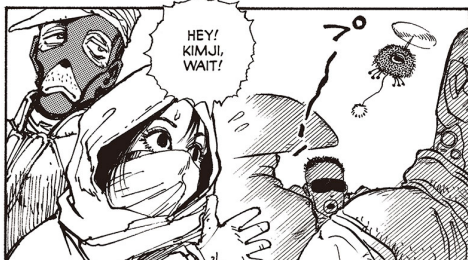
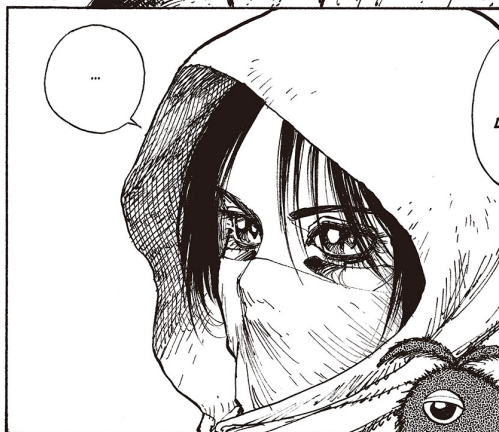
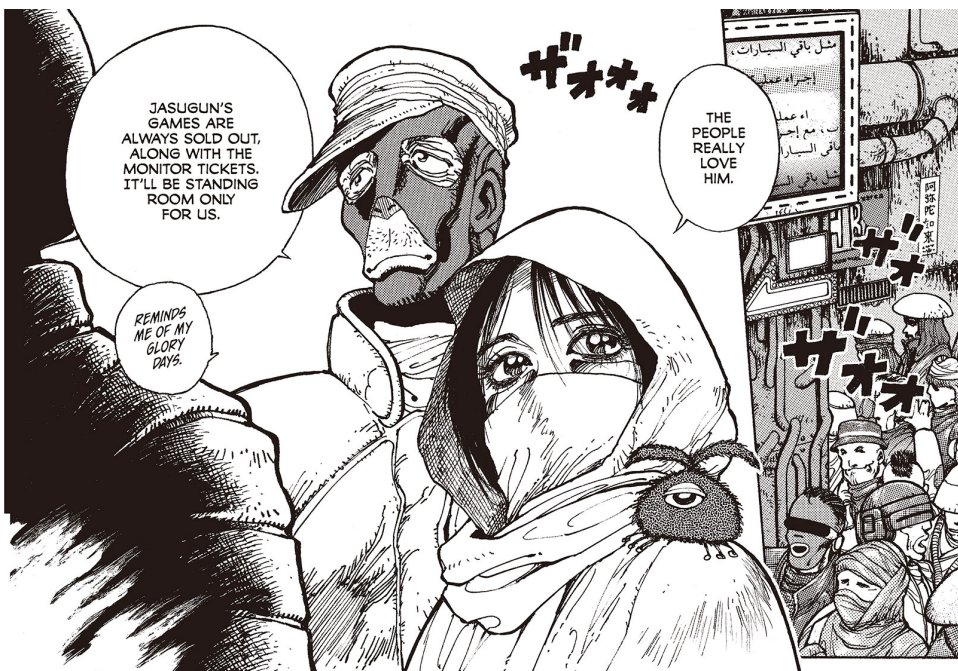


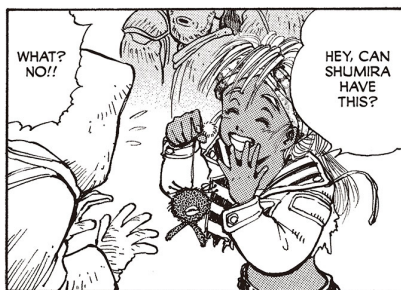
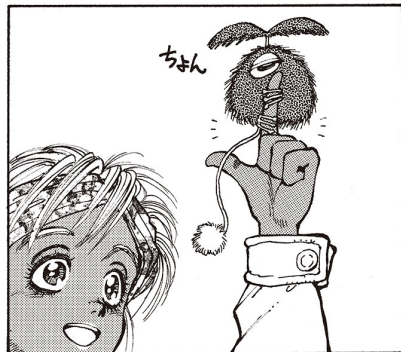
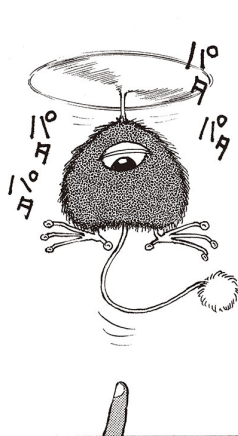
FIGHT_014 Audience With the King of Kings

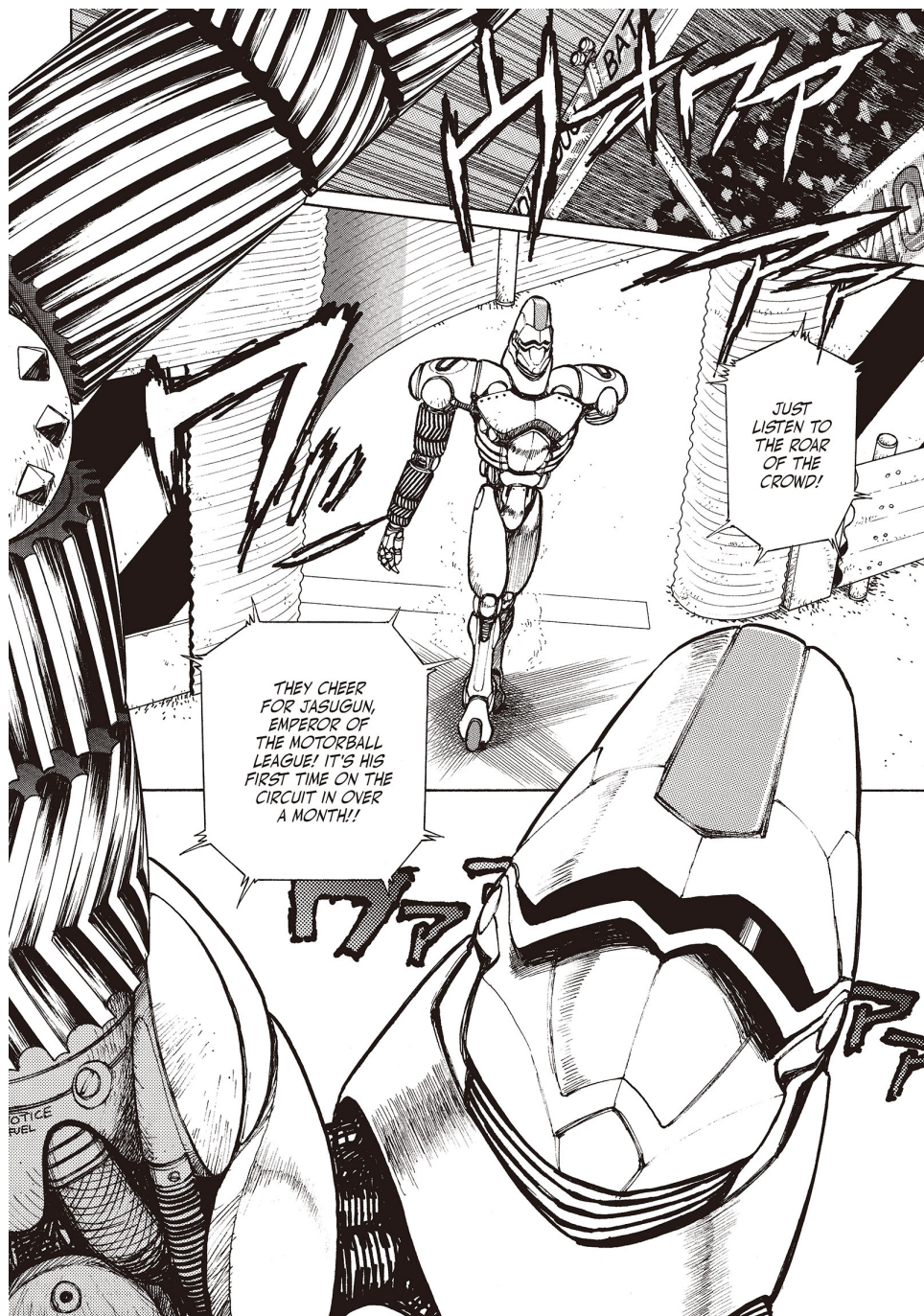








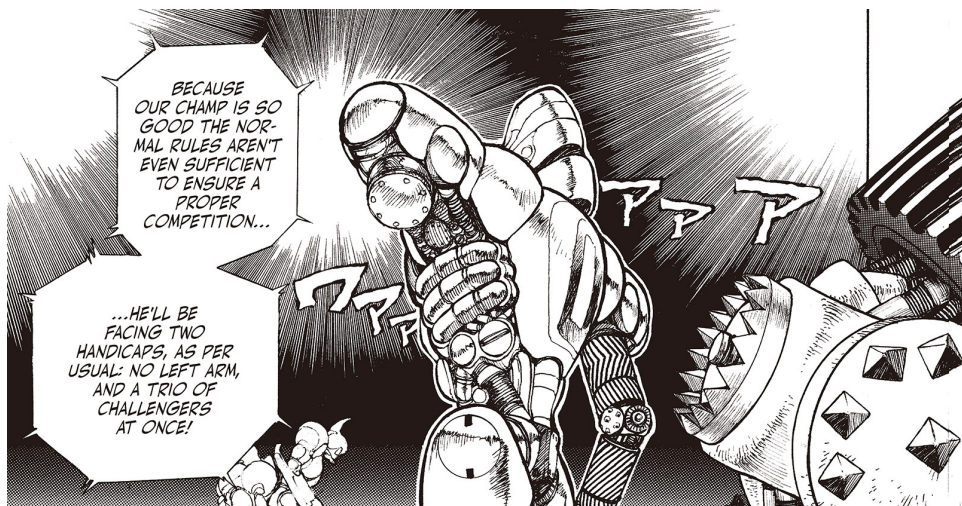




JUST
LISTEN TO
THE ROAR
OF THE
CROWD!

THEY CHEER
FOR JASUGUN,
EMPEROR OF
THE MOTORBALL
LEAGUE! IT'S HIS
FIRST TIME ON THE
CIRCUIT IN OVER
A MONTH!!

NOTICE
FUEL

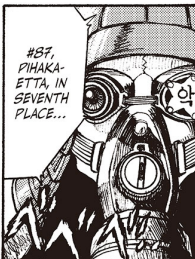


BECAUSE
OUR CHAMP IS SO
GOOD THE NOR-
MAL RULES AREN'T
EVEN SUFFICIENT
TO ENSURE A
PROPER
COMPETITION...

...HE'LL BE
FACING TWO
HANDICAPS, AS PER
USUAL: NO LEFT ARM,
AND A TRIO OF
CHALLENGERS
AT ONCE!



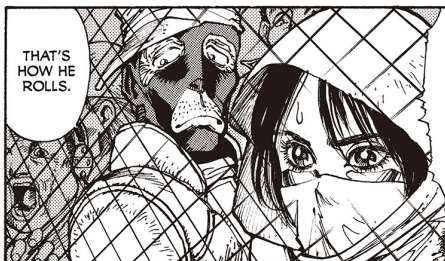
AND #6,
KALASHNIKOV, AT
NUMBER THREE!
ALL TOP BAL-
LERS!



#57,
PIHAKA-
ETTA, IN
SEVENTH
PLACE...

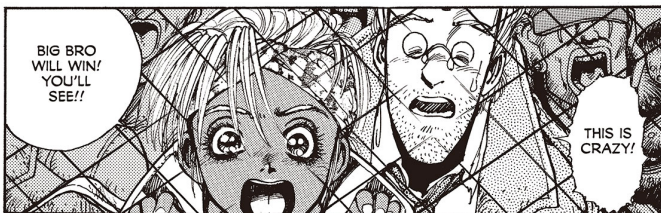


HE'LL BE
FACING #49,
CLAYMORE,
FIFTH IN THE
RANKINGS...



THAT'S
HOW HE
ROLLS.

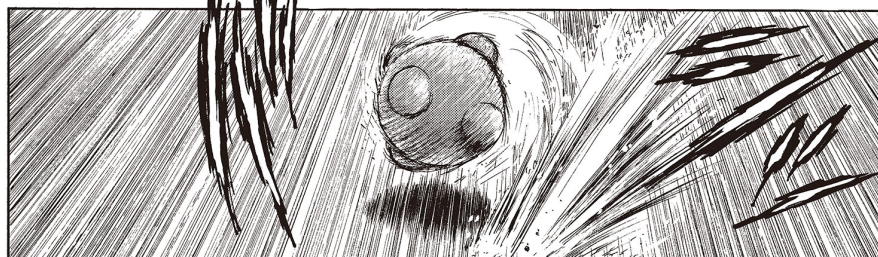
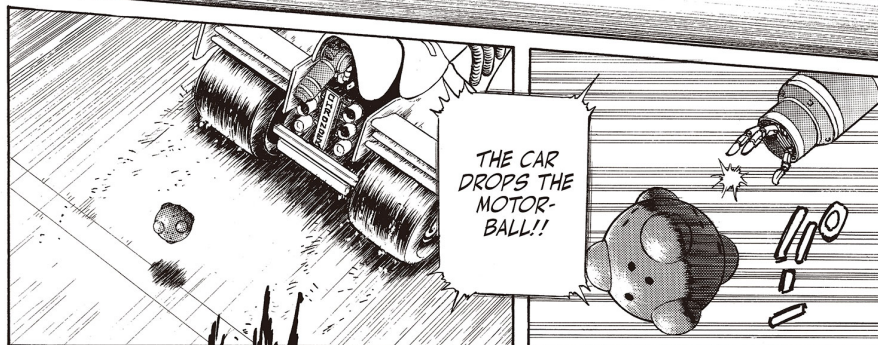
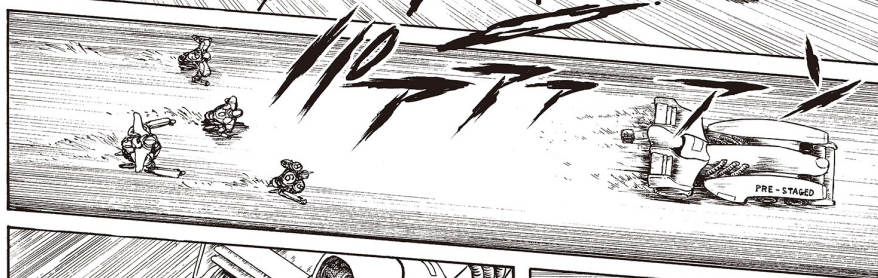
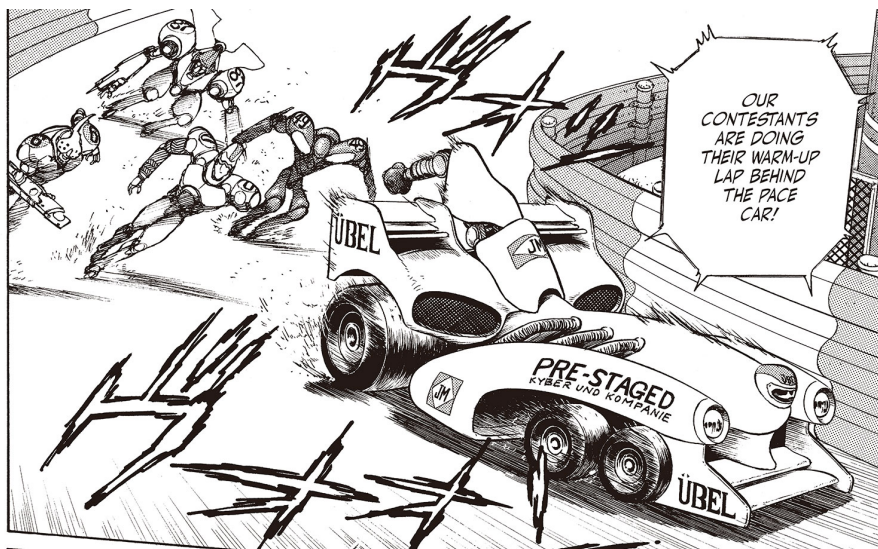
SO HE ONLY
HAS ONE ARM
TO USE...AND
HE'S GOING TO
FACE THREE
OPPONENTS
AT ONCE?!

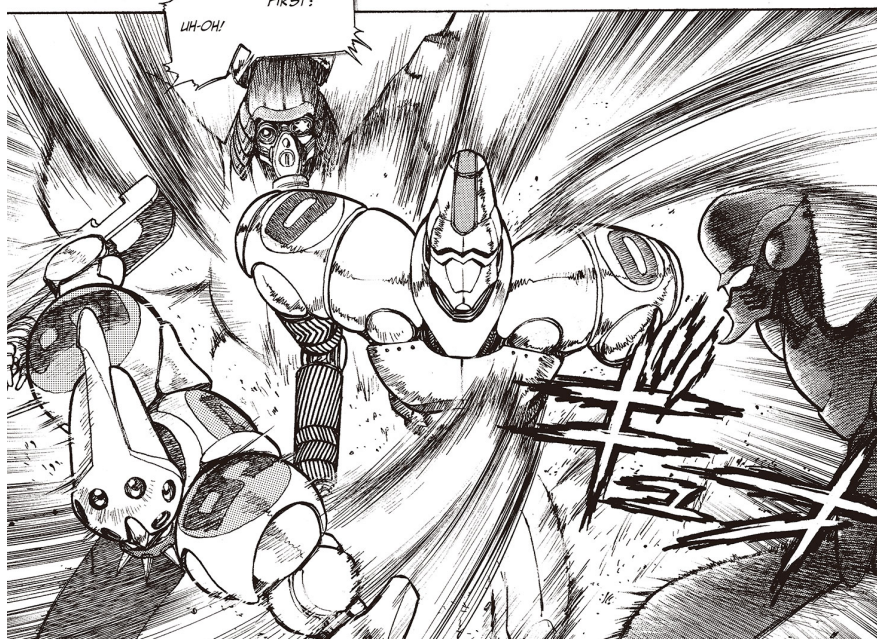
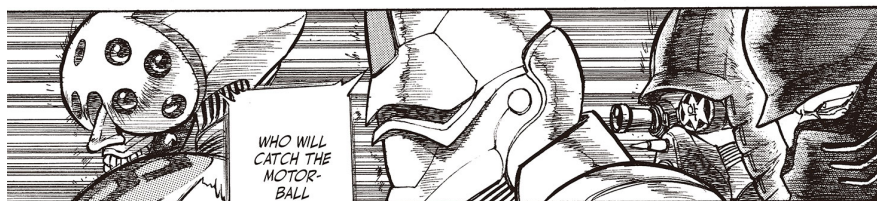
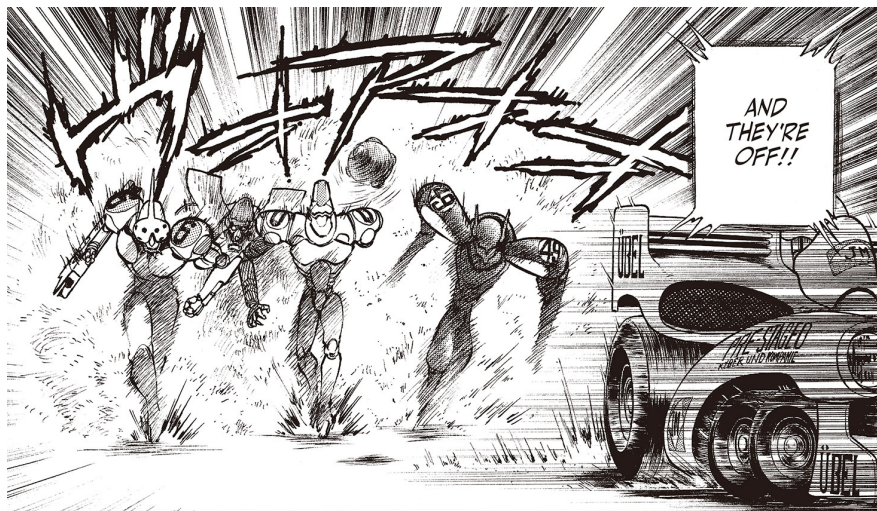


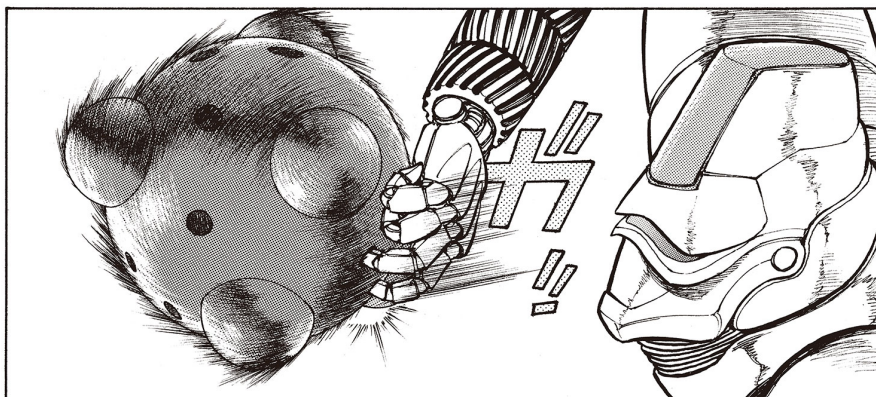
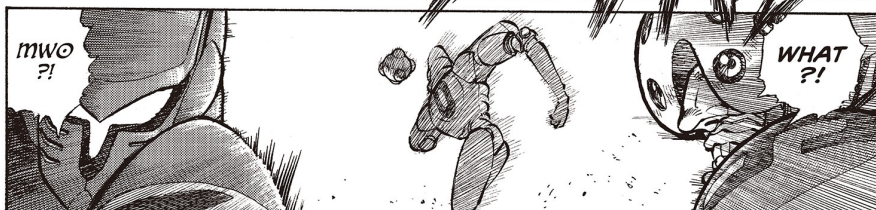
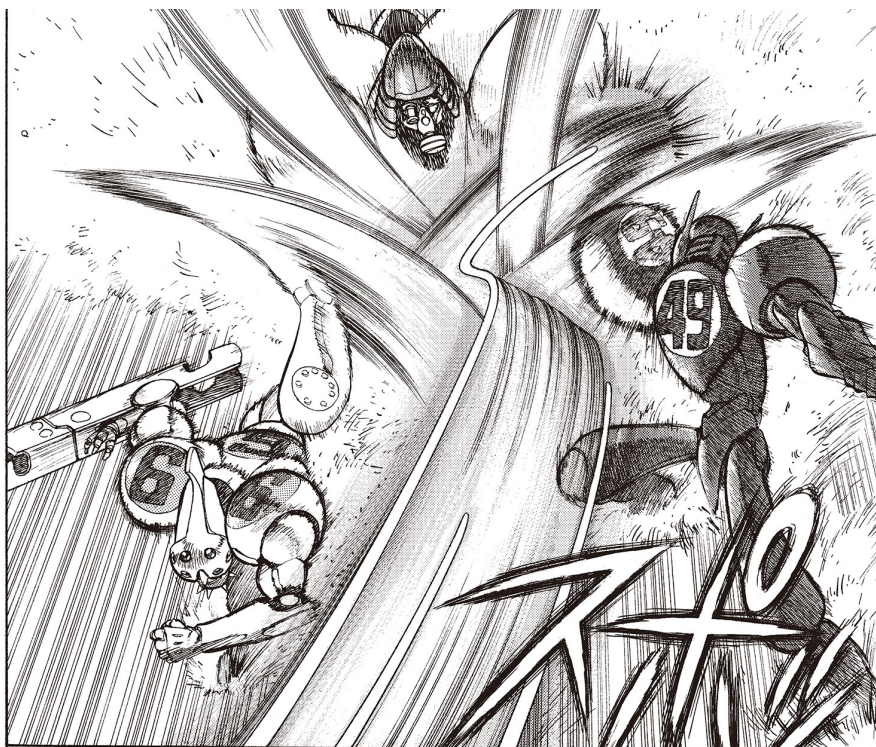
BIG BRO
WILL WIN!
YOU'LL
SEE!!

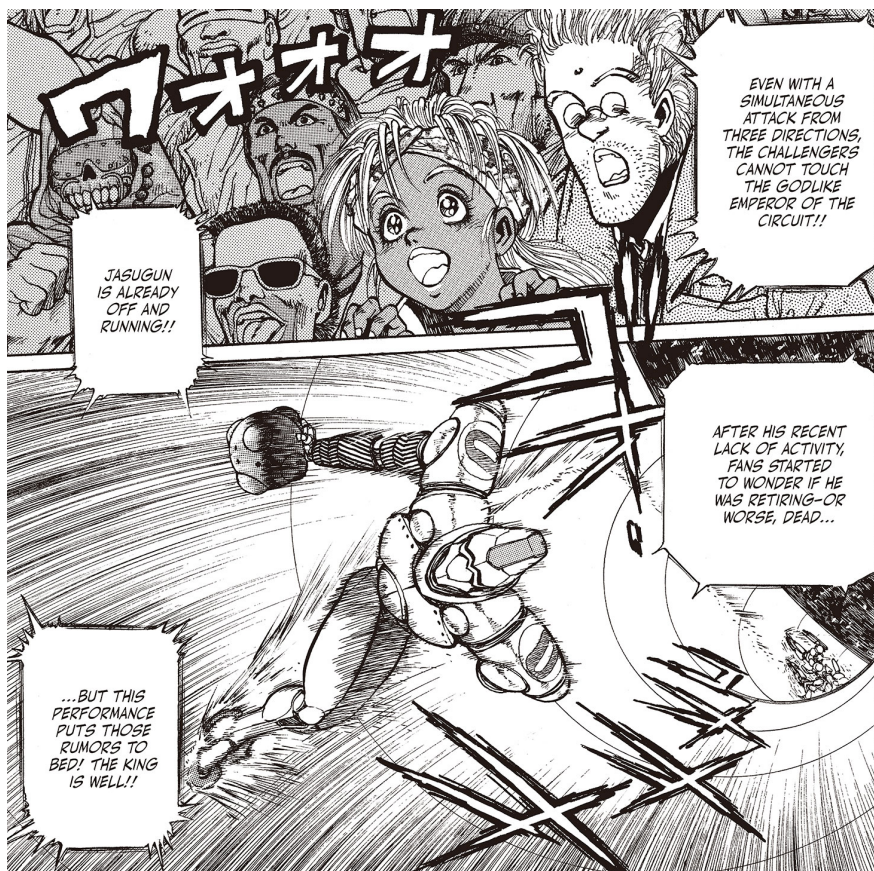
THIS IS
CRAZY!

IMPORTANT!
CHECK THE







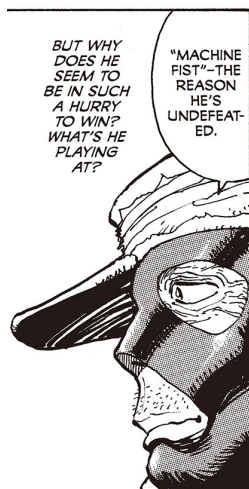


JASUGUN
IS ALREADY
OFF AND
RUNNING!!

EVEN WITH A
SIMULTANEOUS
ATTACK FROM
THREE DIRECTIONS,
THE CHALLENGERS
CANNOT TOUCH
THE GODLIKE
EMPEROR OF THE
CIRCUIT!!

AFTER HIS RECENT
LACK OF ACTIVITY,
FANG STARTED
TO WONDER IF HE
WAS RETIRING-OR
WORSE, DEAD...

...BUT THIS
PERFORMANCE
PUTS THOSE
RUMORS TO
BED! THE KING
IS WELL!!

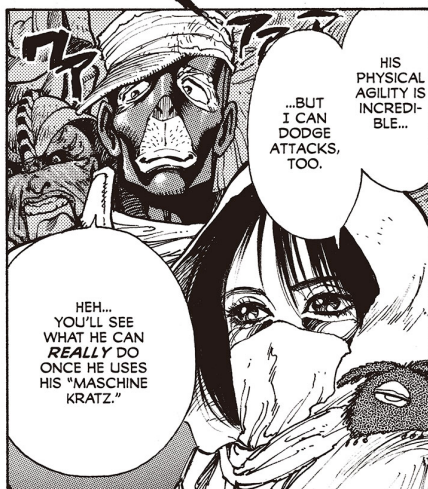


BUT WHY
DOES HE
SEEM TO
BE IN SUCH
A HURRY
TO WIN?
WHAT'S HE
PLAYING
AT?

"MACHINE
FIST"-THE
REASON
HE'S
UNDEFEAT-
ED.



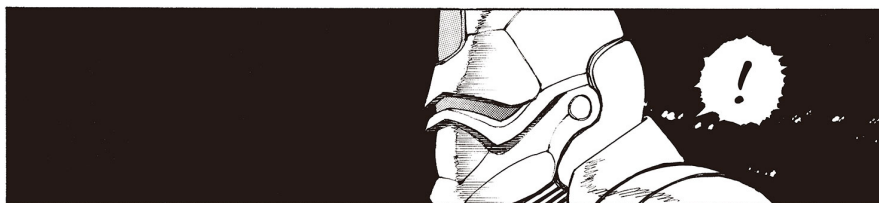
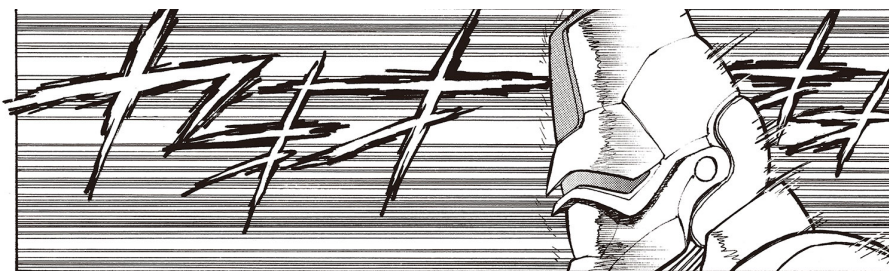
MACHINE...
KRATZ?

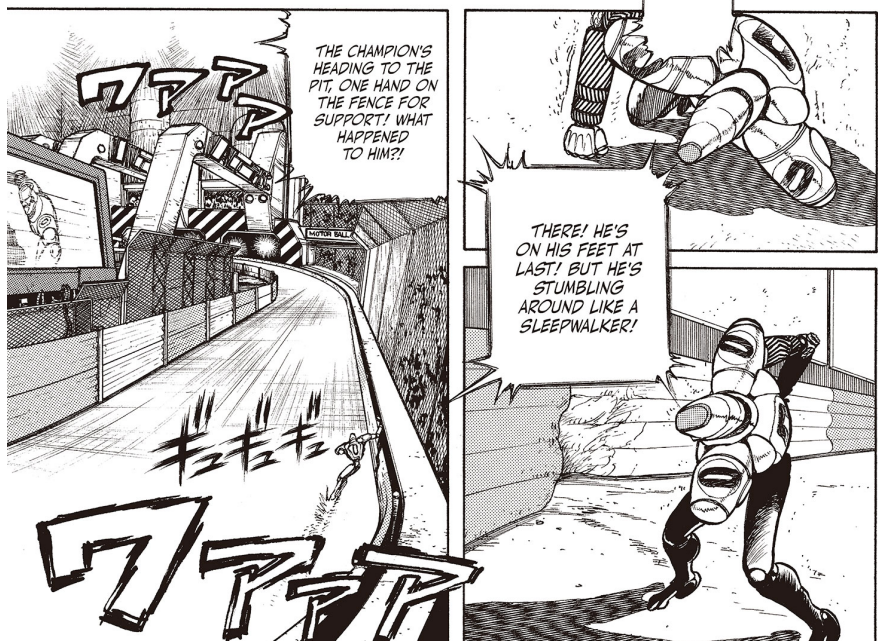
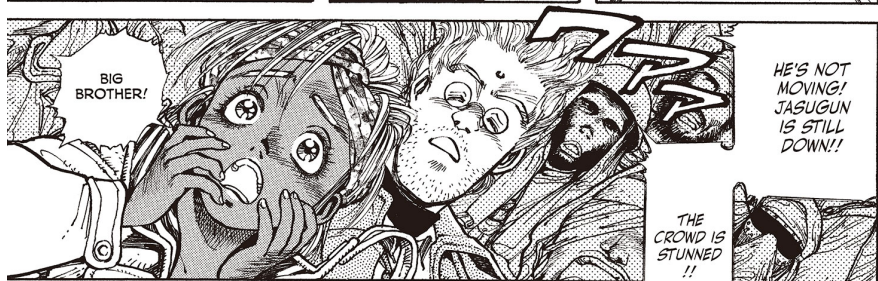
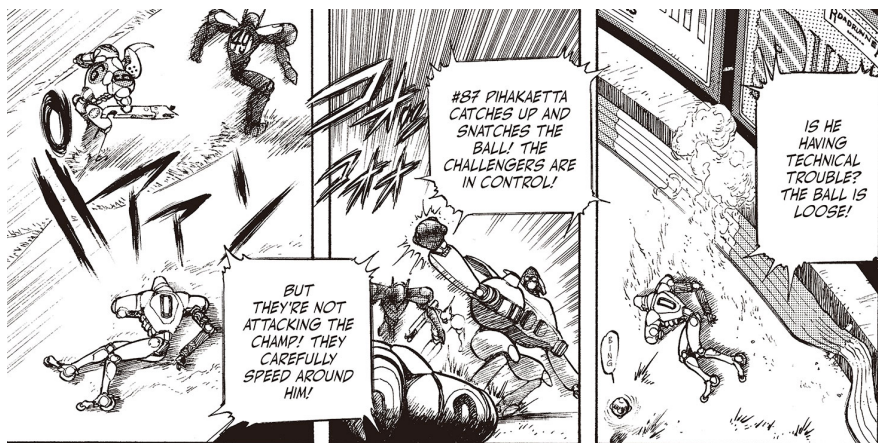


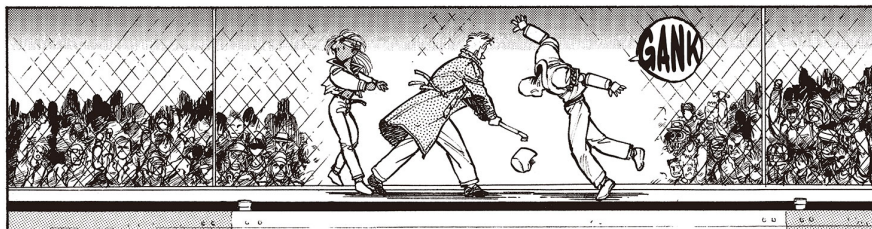
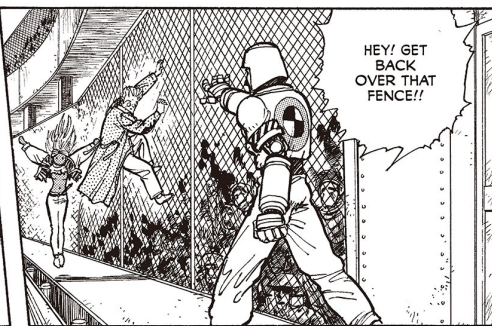
HIS
PHYSICAL
AGILITY IS
INCREDI-
BLE...

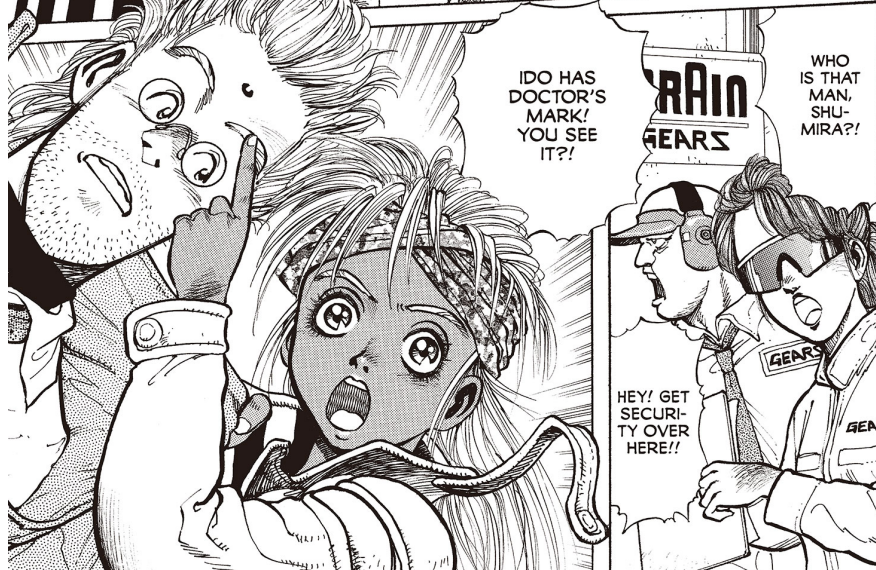
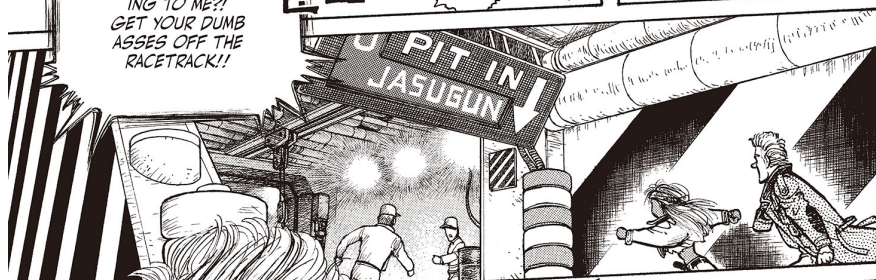
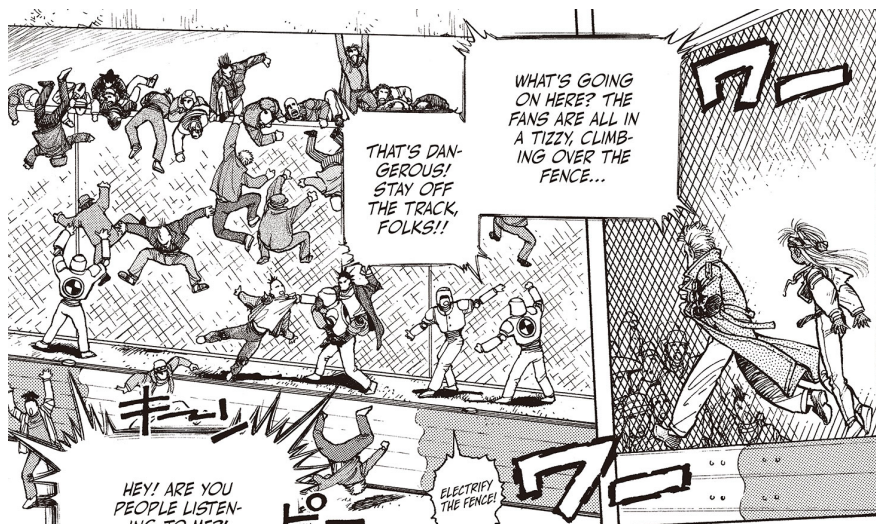
...BUT
I CAN
DODGE
ATTACKS,
TOO.

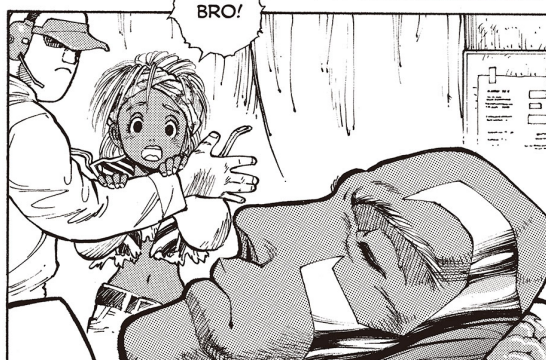
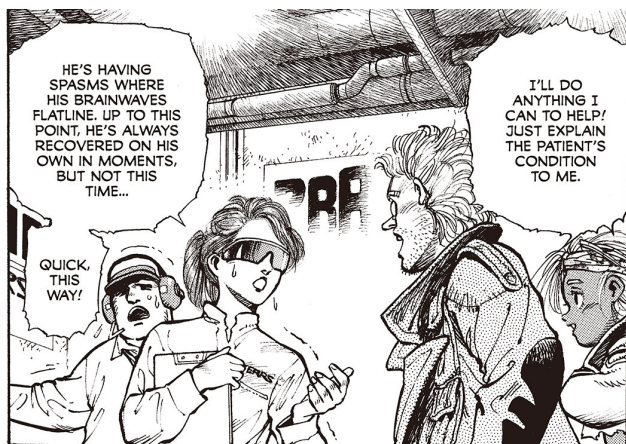
HEH...
YOU'LL SEE
WHAT HE CAN
REALLY DO
ONCE HE USES
HIS "MACHINE
KRATZ."

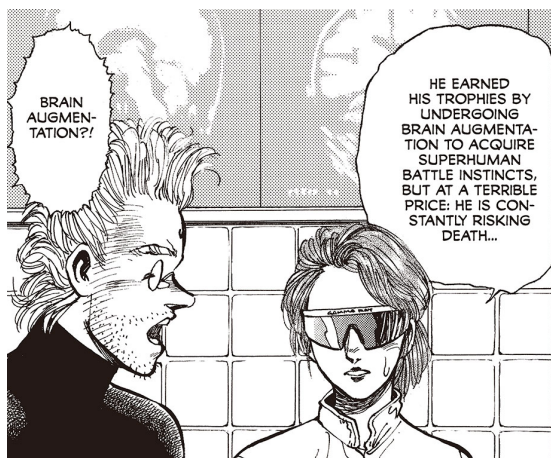












BRAIN
AUGMEN-
TATION?!

HE EARNED
HIS TROPHIES BY
UNDERGOING
BRAIN AUGMENTA-
TION TO ACQUIRE
SUPERHUMAN
BATTLE INSTINCTS,
BUT AT A TERRIBLE
PRICE: HE IS CON-
STANTLY RISKING
DEATH...

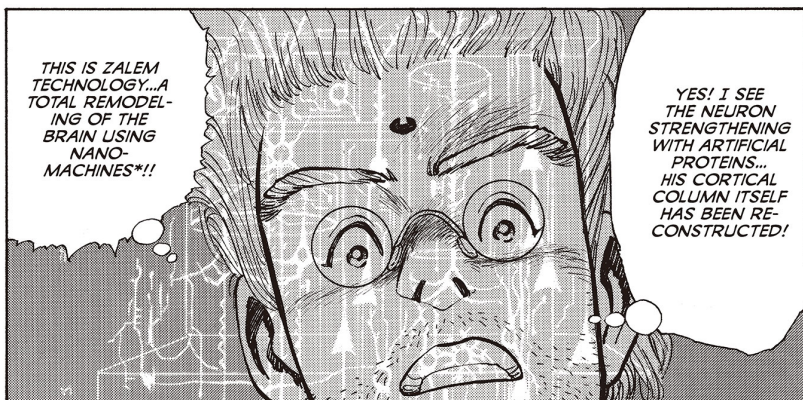


WHAT'S
THE CAUSE?
DRUGS?
INJURY?
METABOLIC
ADDICTION?

I'VE NEVER
HEARD OF
SPASMS
OF BRAIN-
DEATH.

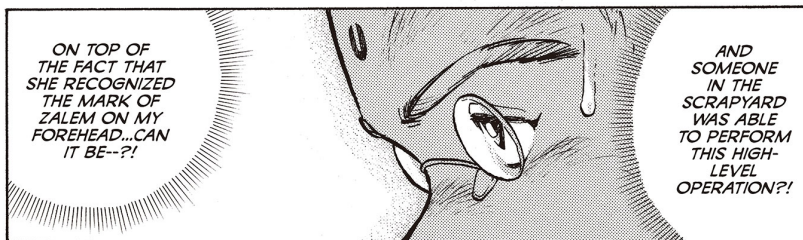


HMM...



THIS IS ZALEM
TECHNOLOGY...A
TOTAL REMODEL-
ING OF THE
BRAIN USING
NANO-
MACHINES*!!

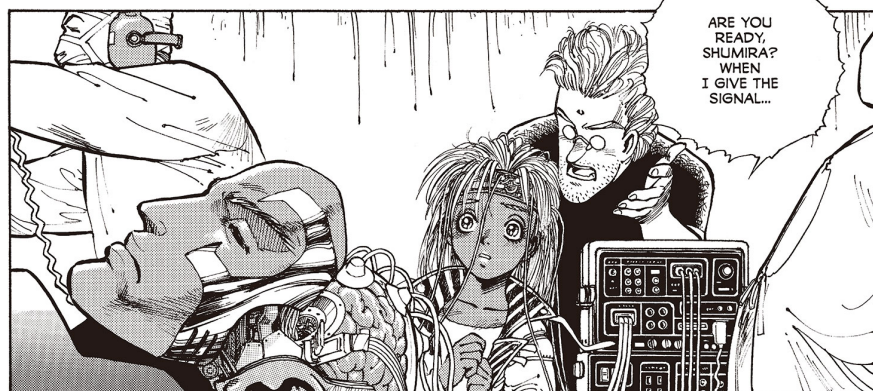
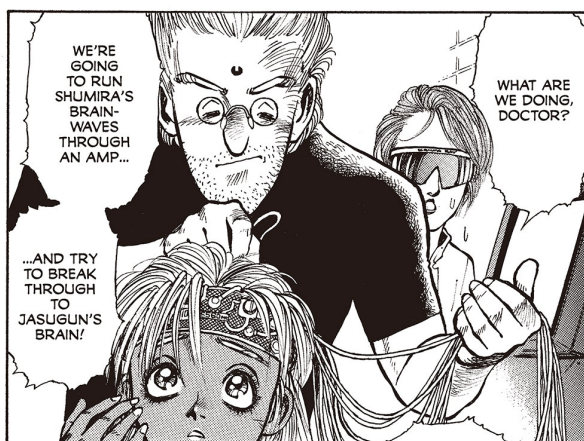
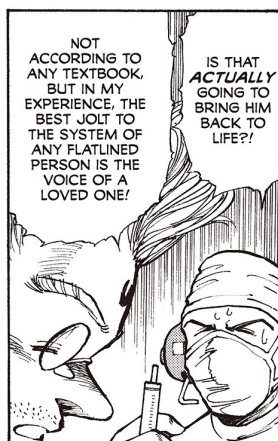
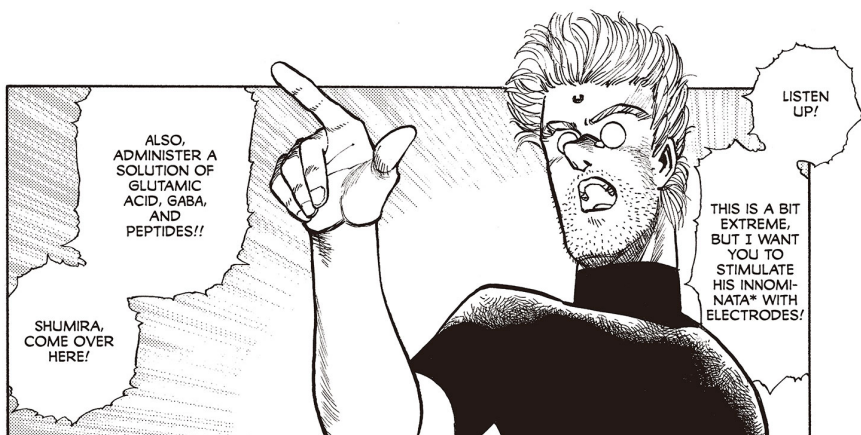
YES! I SEE
THE NEURON
STRENGTHENING
WITH ARTIFICIAL
PROTEINS...
HIS CORTICAL
COLUMN ITSELF
HAS BEEN RE-
CONSTRUCTED!



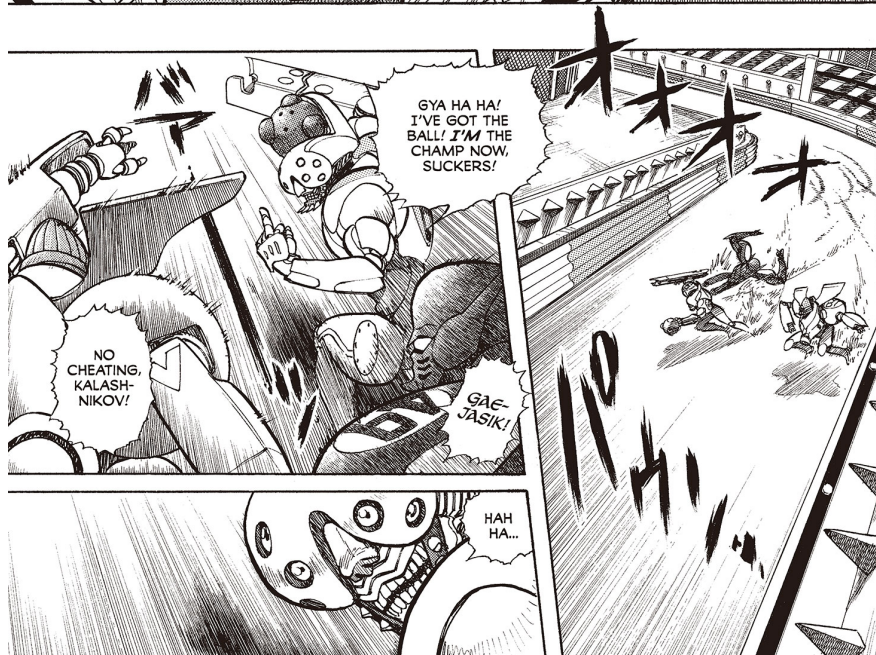
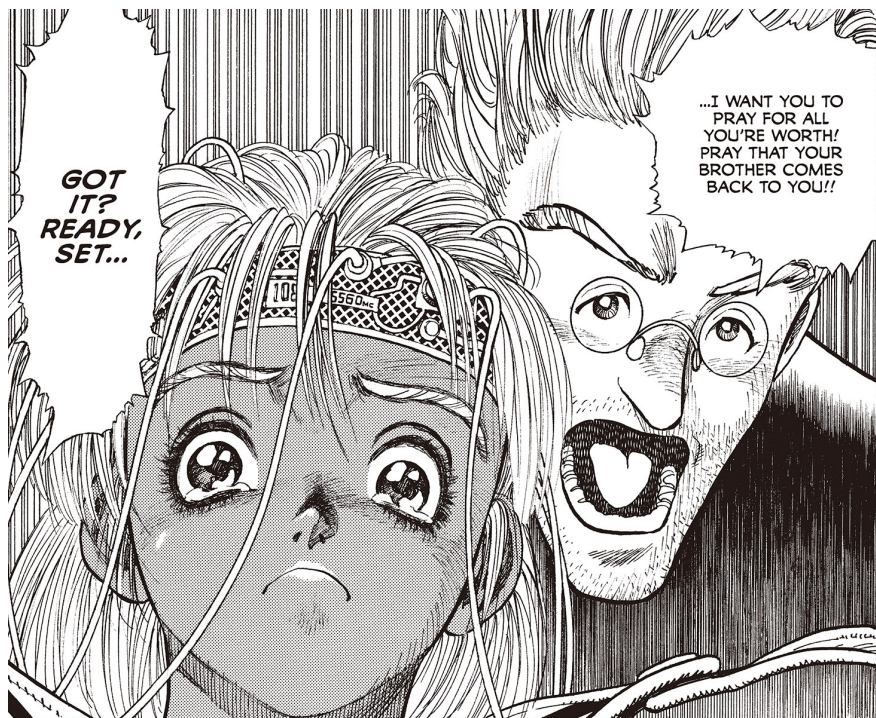
ON TOP OF
THE FACT THAT
SHE RECOGNIZED
THE MARK OF
ZALEM ON MY
FOREHEAD...CAN
IT BE--?!

AND
SOMEONE
IN THE
SCRAPYARD
WAS ABLE
TO PERFORM
THIS HIGH-
LEVEL
OPERATION?!

*Nanomachines: Microscopic robots, measured in nanometers (one millionth of a millimeter) that are constructed on a molecular level.



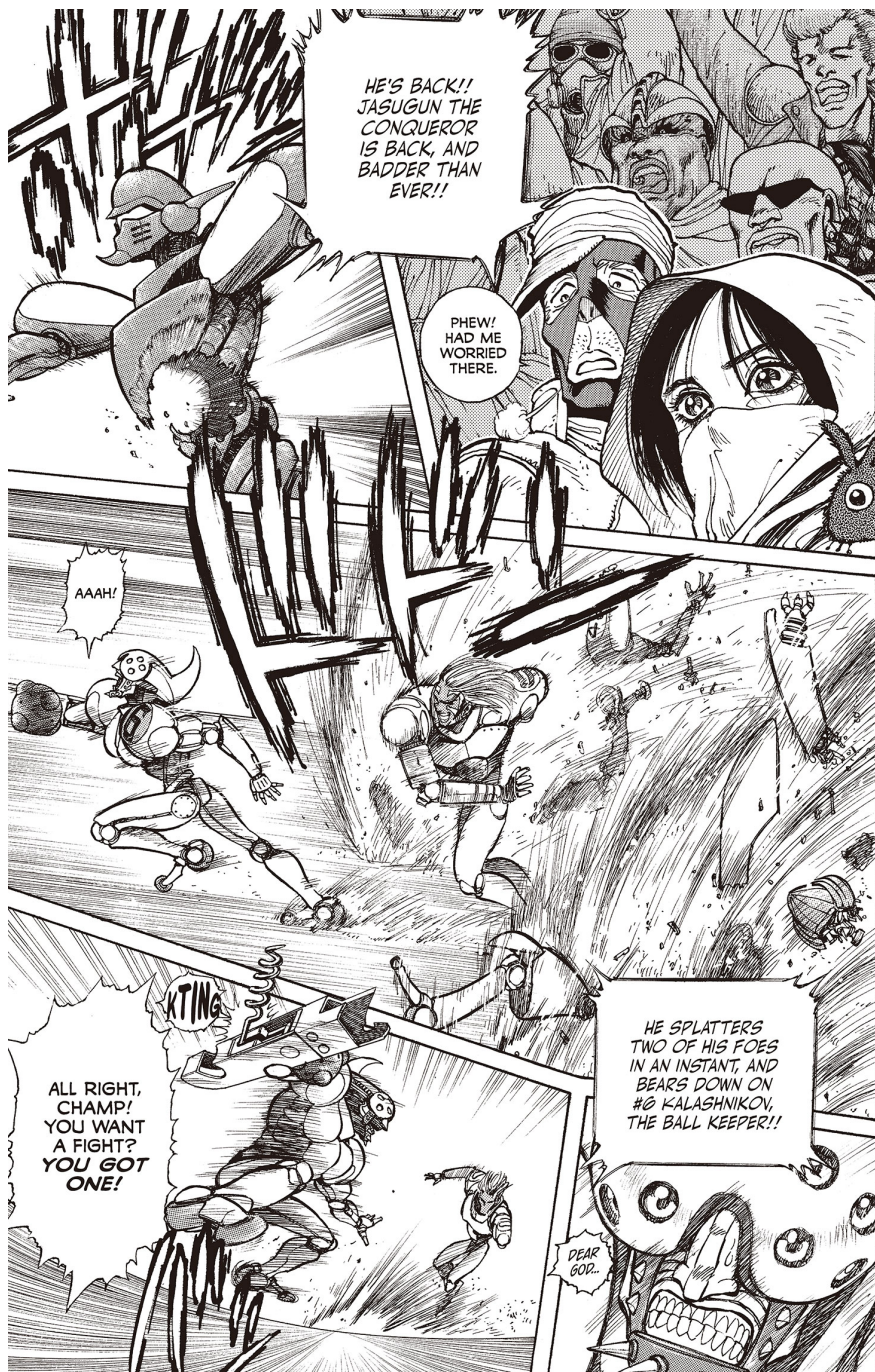
*Innominata: Substantia innominata, a part of the brain. Within it is Meynert's nucleus basalis, a group of neurons that, when stimulated, produce a neurotransmitter called acetylcholine that activates nerve cells.





**AND
I'M NOT
HANDING
OVER THE
CROWN
ANY TIME
SOON!!**

**HA HA
HA HA!
THERE'S
ONLY ONE
CHAMPION
HERE, AND
THAT'S
ME!!**



HE'S BACK!!
JASUGUN THE
CONQUEROR
IS BACK, AND
BADDER THAN
EVER!!

PHEW!
HAD ME
WORRIED
THERE.

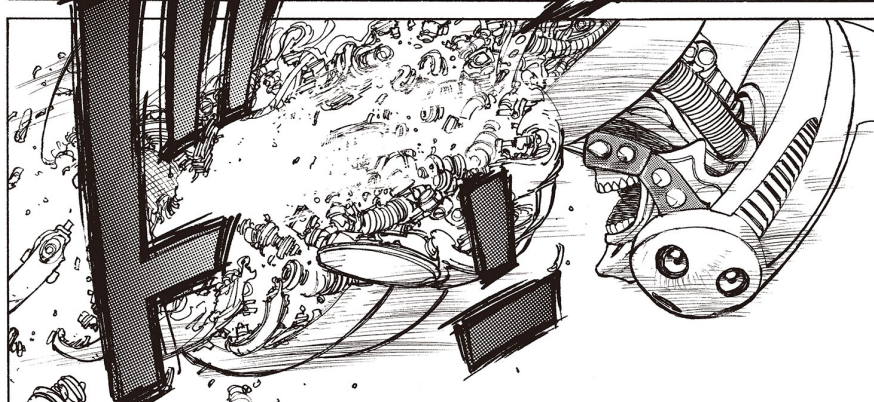
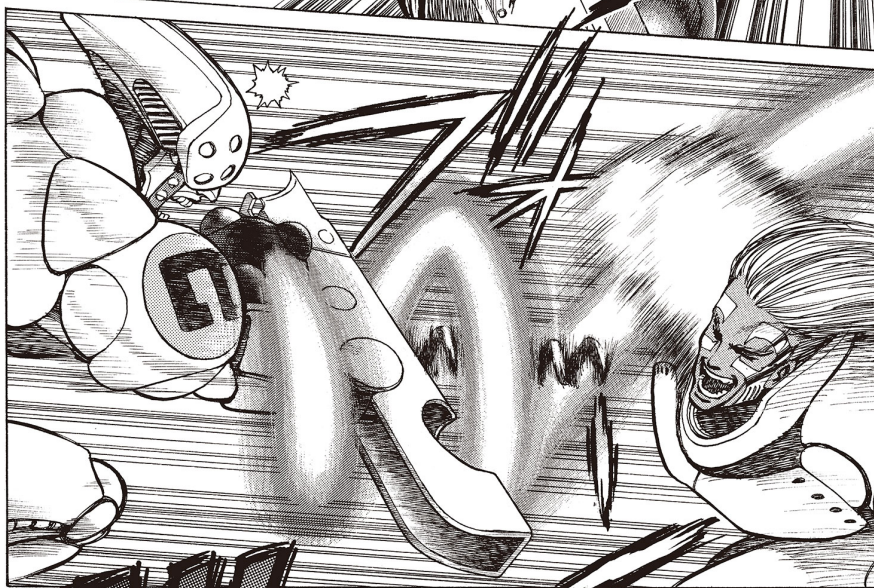
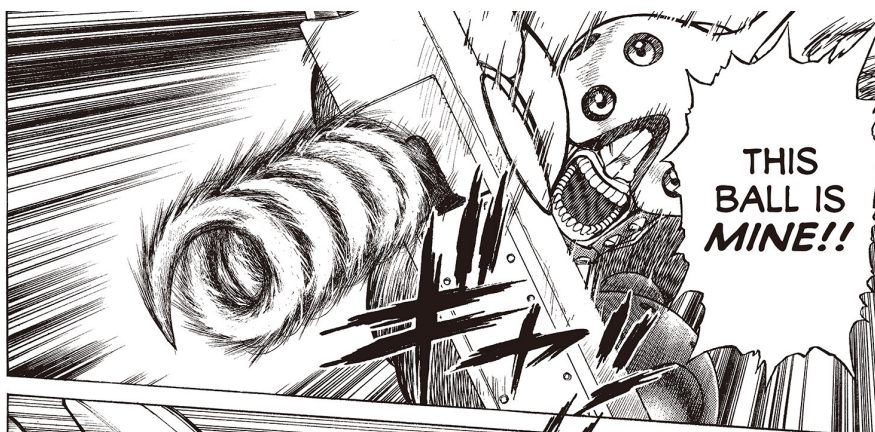
AAAH!

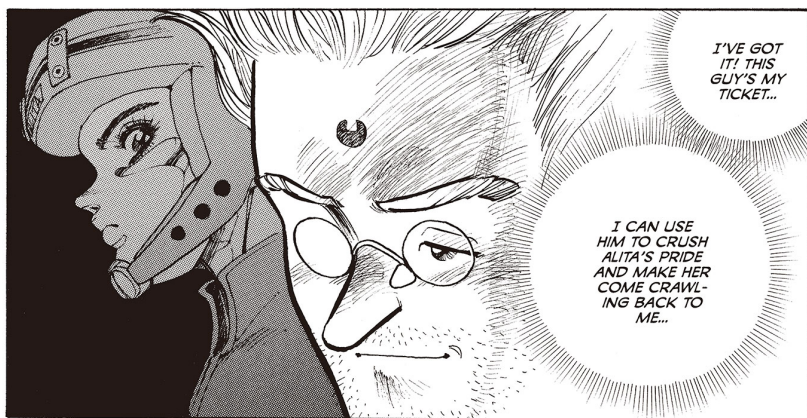
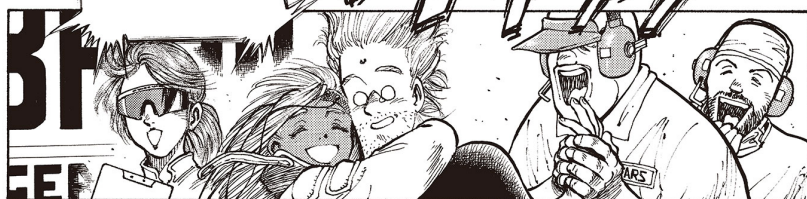
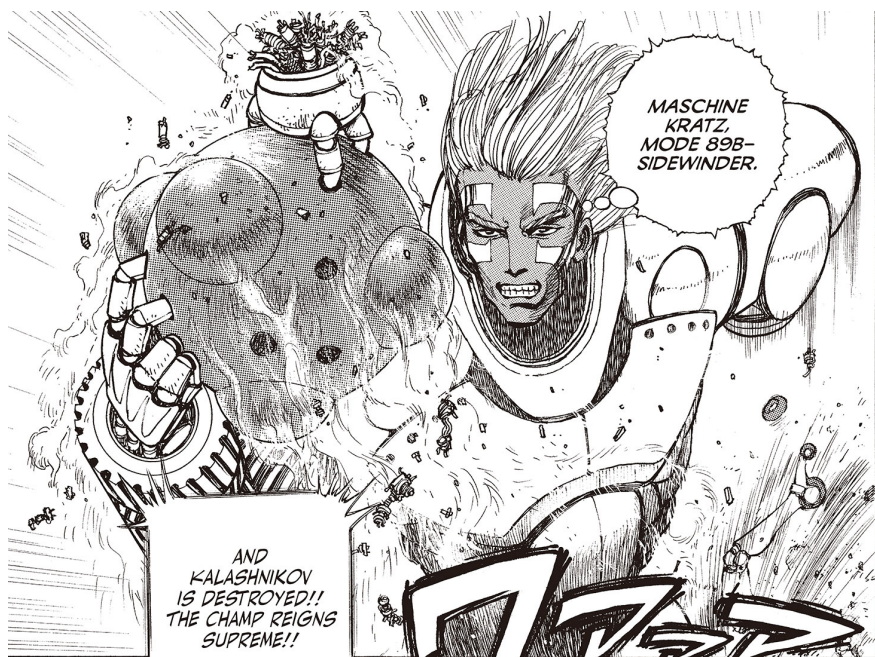
KTING

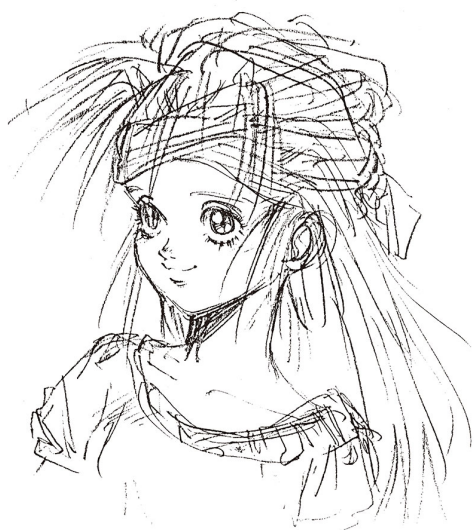
ALL RIGHT,
CHAMP!
YOU WANT
A FIGHT?
YOU GOT
ONE!

HE SPLATTERS
TWO OF HIS FOES
IN AN INSTANT, AND
BEARS DOWN ON
#6 KALASHNIKOV,
THE BALL KEEPER!!

DEAR
GOV...

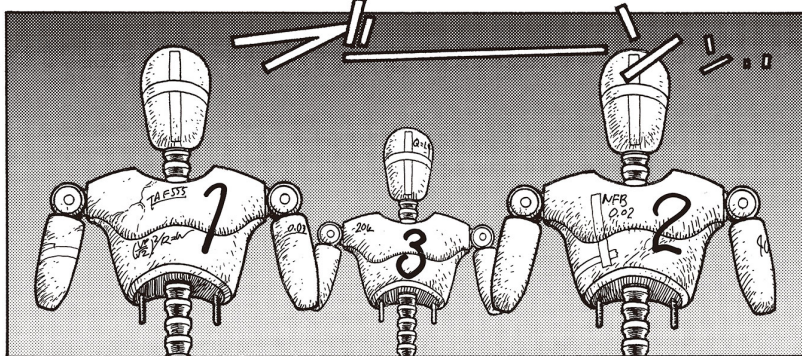
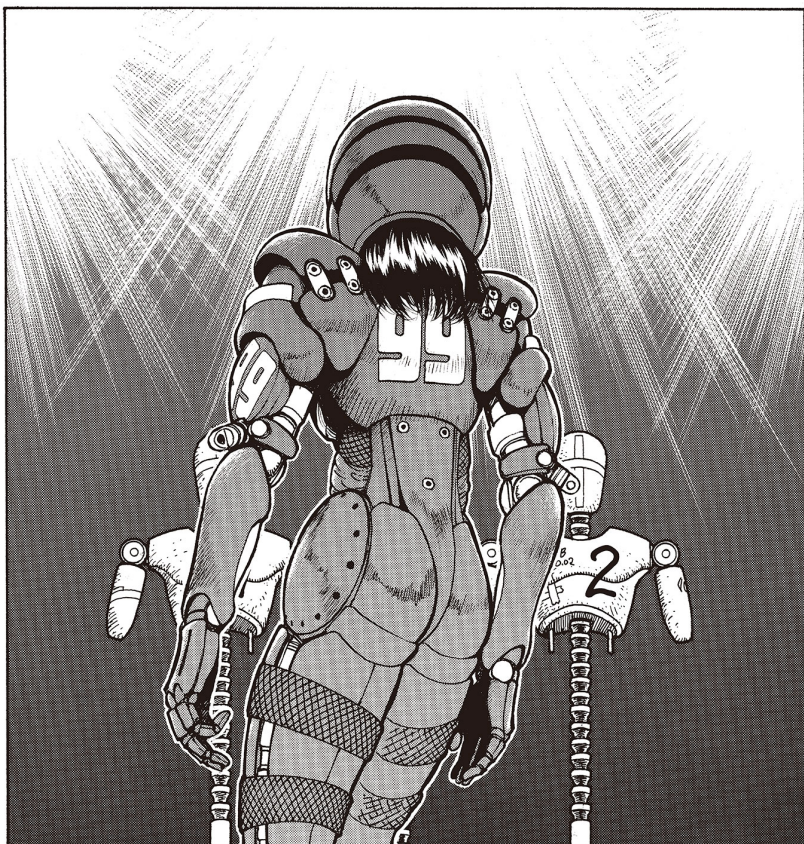


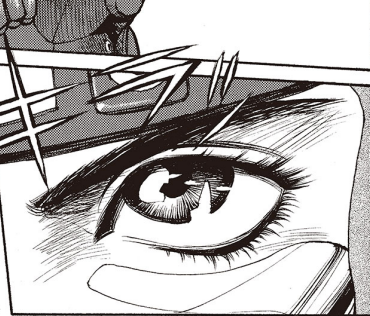
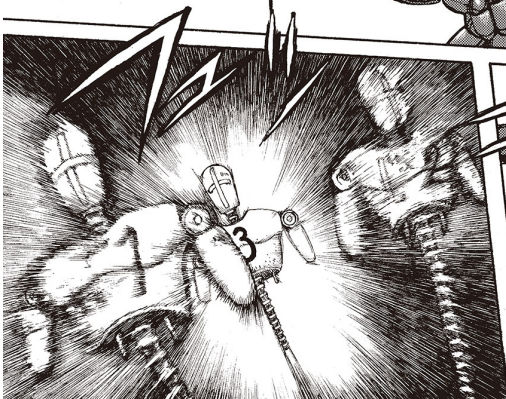
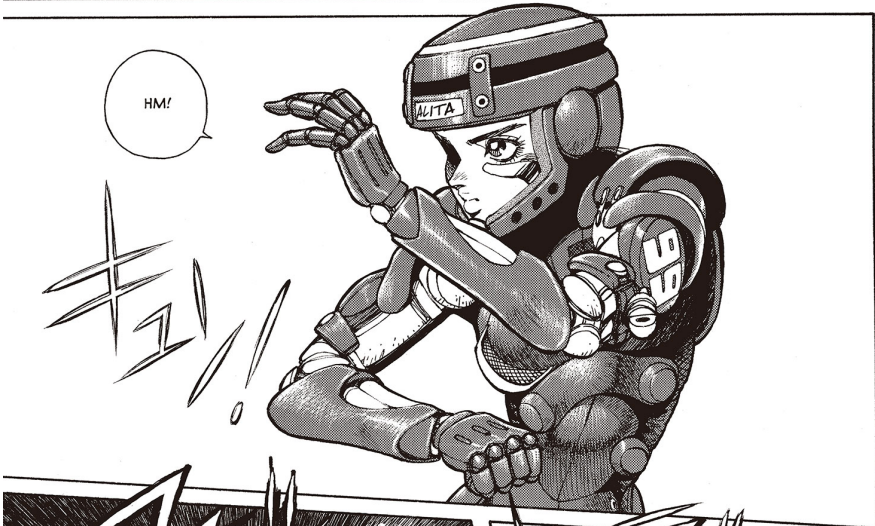
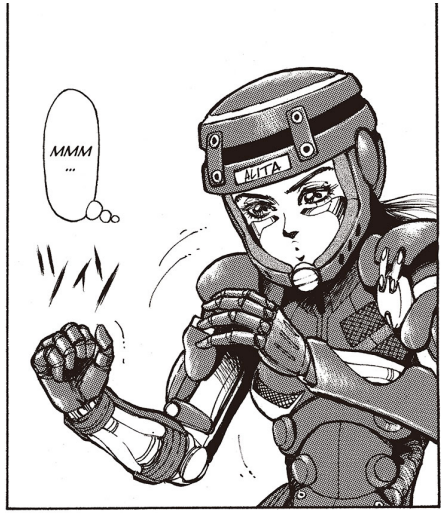


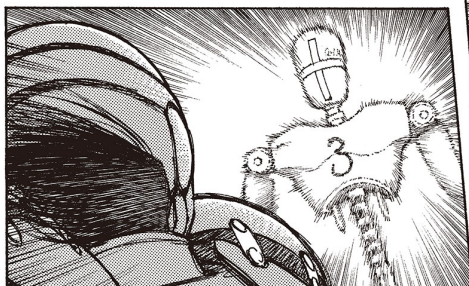
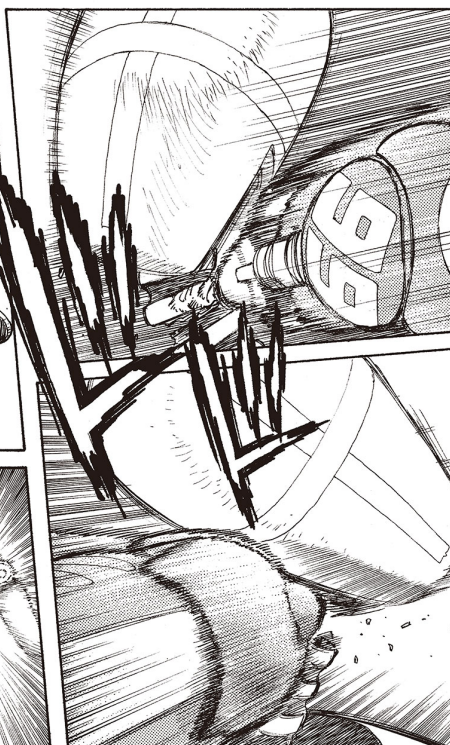
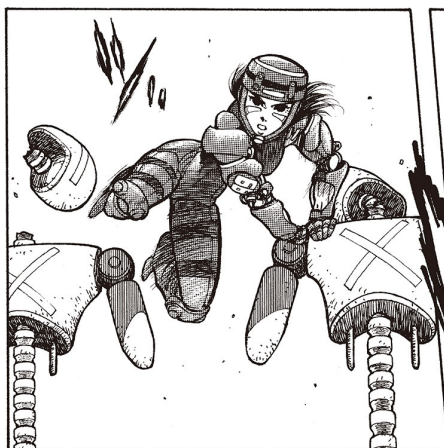
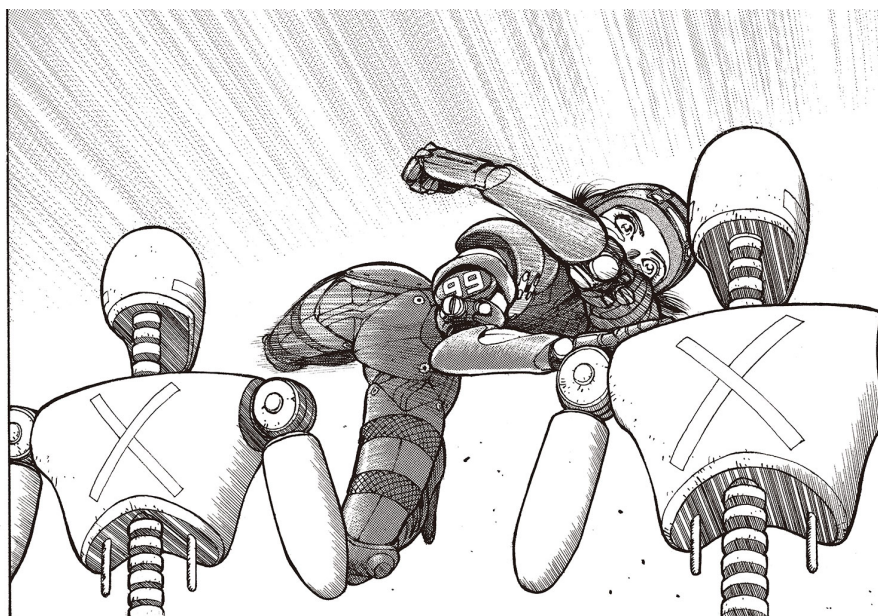


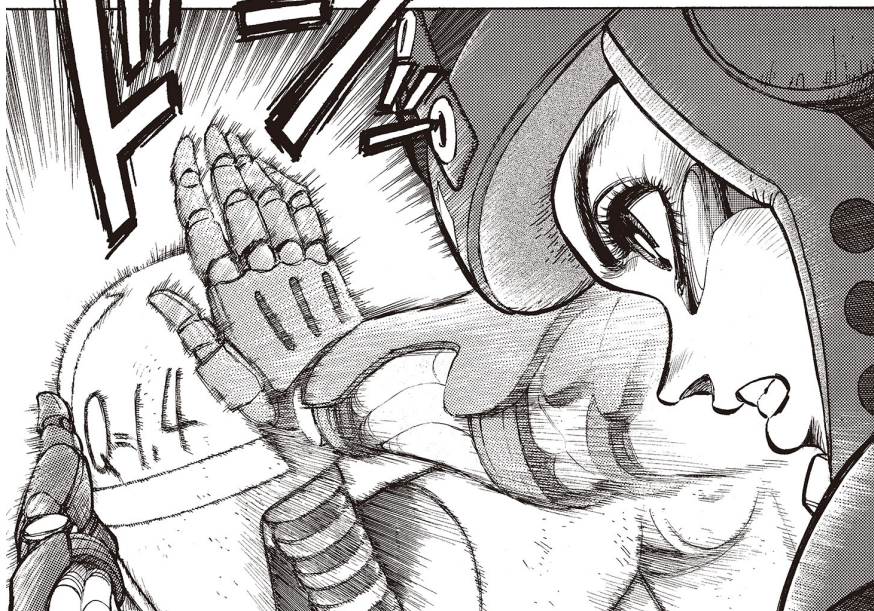
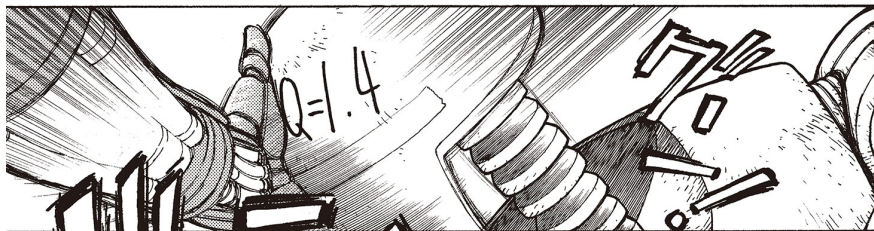
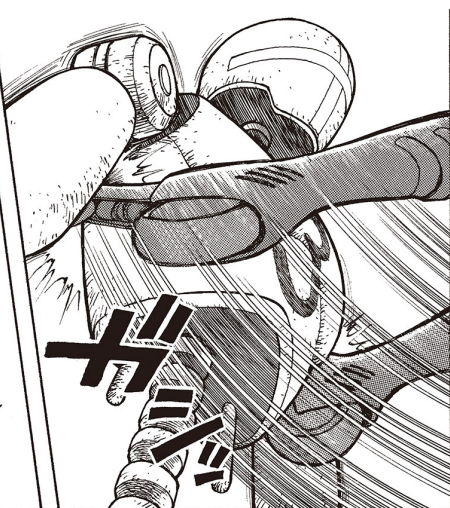
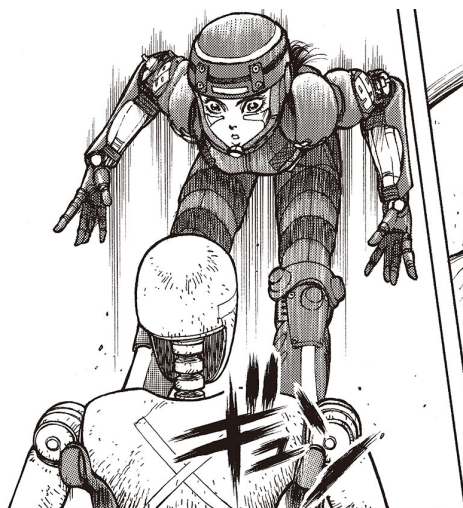


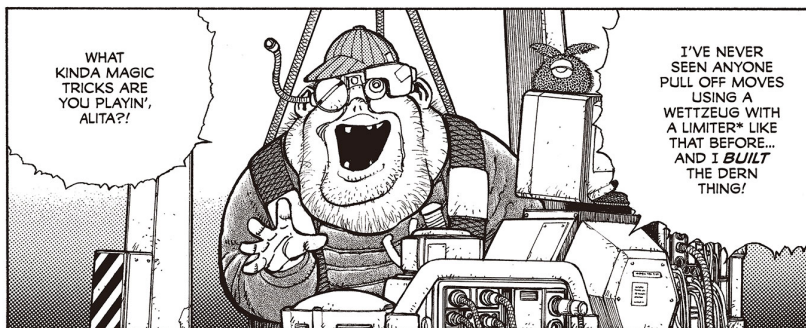
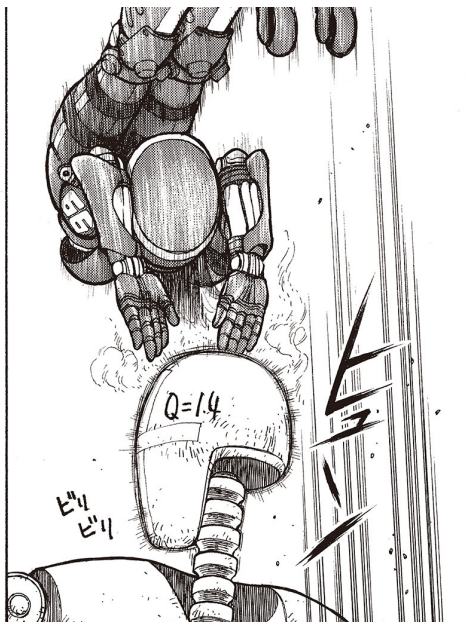
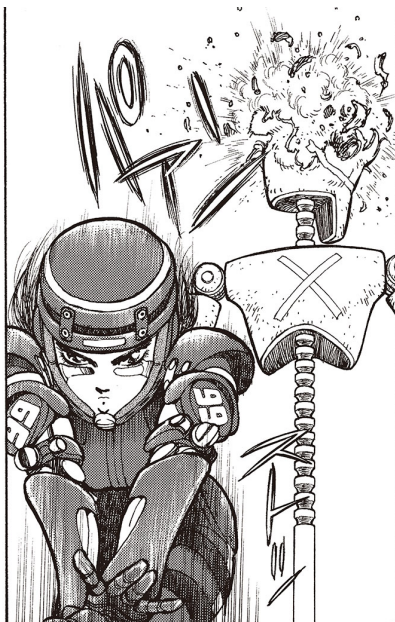
FIGHT_015 Skull Sport





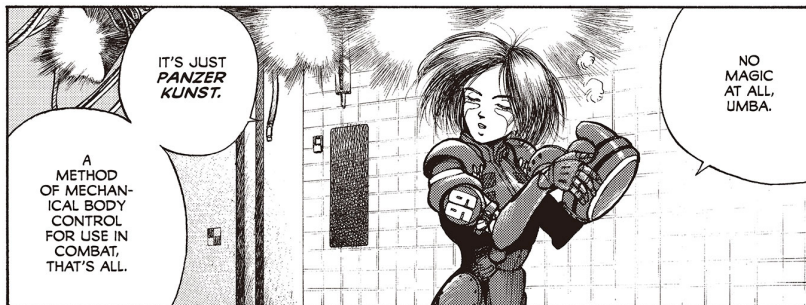






WHAT
KINDA MAGIC
TRICKS ARE
YOU PLAYIN',
ALITA?!

I'VE NEVER
SEEN ANYONE
PULL OFF MOVES
USING A
WETTZEUG WITH
A LIMITER* LIKE
THAT BEFORE...
AND I *BUILT*
THE DERN
THING!

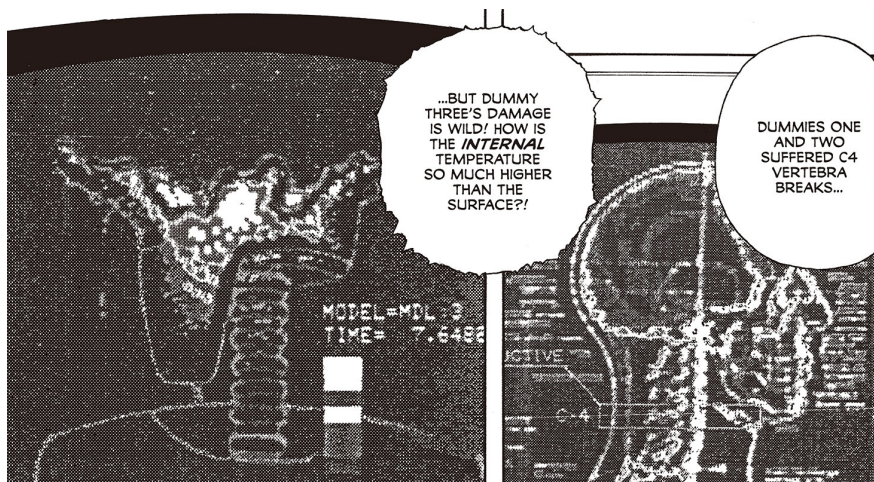


IT'S JUST
**PANZER
KUNST.**

A
METHOD
OF MECHAN-
ICAL BODY
CONTROL
FOR USE IN
COMBAT.
THAT'S ALL.

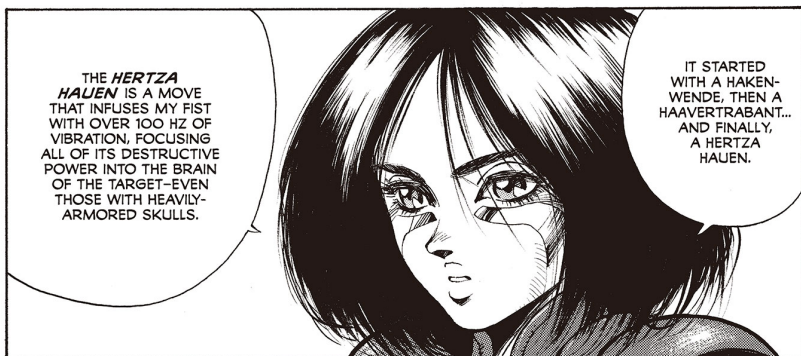
NO
MAGIC
AT ALL,
UMBA.

*Limiter: A device built into a Wettzeug that holds its power output within league regulation levels.



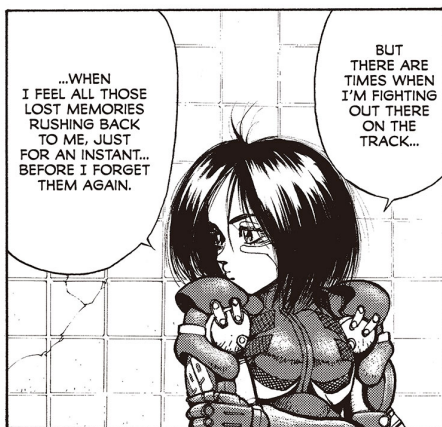
...BUT DUMMY
THREE'S DAMAGE
IS WILD! HOW IS
THE *INTERNAL*
TEMPERATURE
SO MUCH HIGHER
THAN THE
SURFACE?!

DUMMIES ONE
AND TWO
SUFFERED C4
VERTEBRA
BREAKS...



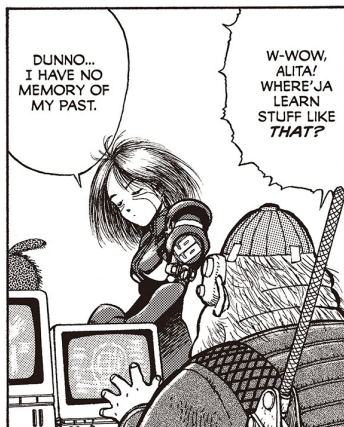
THE *HERTZA
HAUEN* IS A MOVE
THAT INFUSES MY FIST
WITH OVER 100 HZ OF
VIBRATION, FOCUSING
ALL OF ITS DESTRUCTIVE
POWER INTO THE BRAIN
OF THE TARGET--EVEN
THOSE WITH HEAVILY-
ARMORED SKULLS.

IT STARTED
WITH A HAKEN-
WENDE, THEN A
HAAVERTRABANT...
AND FINALLY,
A *HERTZA
HAUEN*.



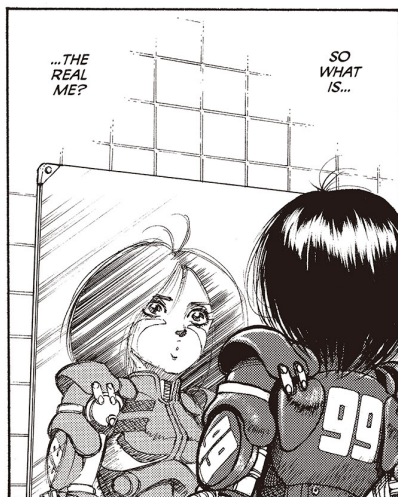
...WHEN
I FEEL ALL THOSE
LOST MEMORIES
RUSHING BACK
TO ME, JUST
FOR AN INSTANT...
BEFORE I FORGET
THEM AGAIN.

BUT
THERE ARE
TIMES WHEN
I'M FIGHTING
OUT THERE
ON THE TRACK...



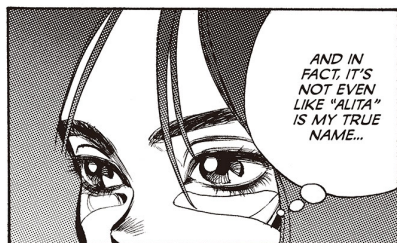
DUNNO...
I HAVE NO
MEMORY OF
MY PAST.

W-WOW,
ALITA!
WHERE'JA
LEARN
STUFF LIKE
THAT?

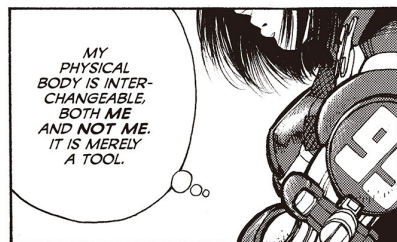


...THE
REAL
ME?

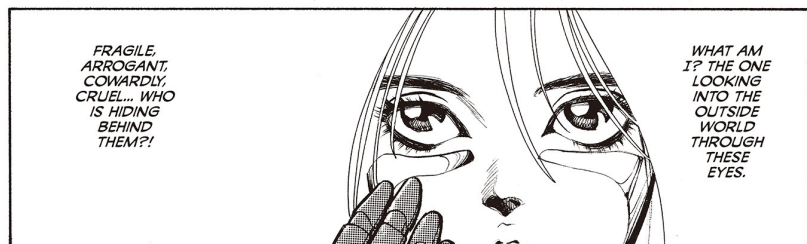
SO
WHAT
IS...



AND IN
FACT, IT'S
NOT EVEN
LIKE "ALITA"
IS MY TRUE
NAME...



MY
PHYSICAL
BODY IS INTER-
CHANGEABLE,
BOTH ME
AND NOT ME.
IT IS MERELY
A TOOL.

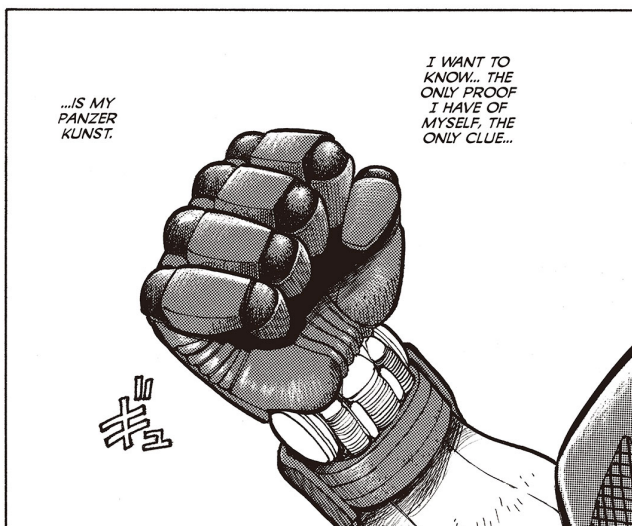


FRAGILE,
ARROGANT,
COWARDLY,
CRUEL... WHO
IS HIDING
BEHIND
THEM?!

WHAT AM
I? THE ONE
LOOKING
INTO THE
OUTSIDE
WORLD
THROUGH
THESE
EYES.

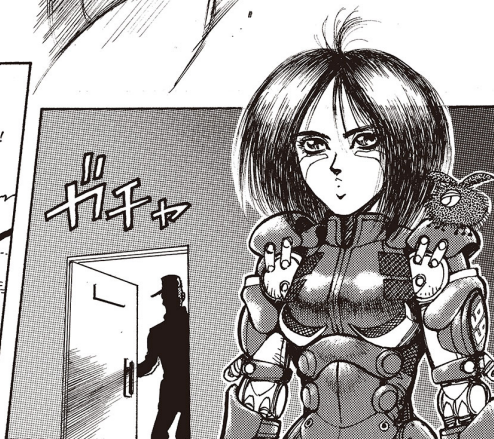
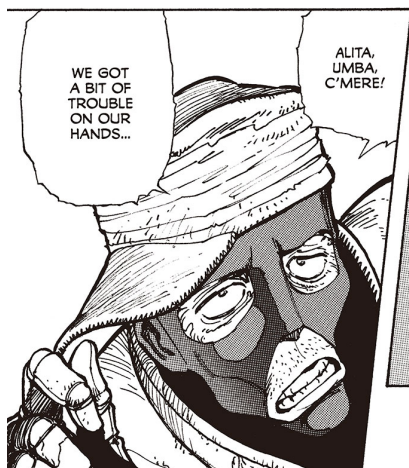
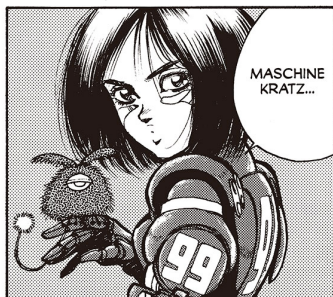


AND THE
ONLY WAY TO
RECALL MY
LOST MOVES...
IS TO FIGHT!



...IS MY
PANZER
KUNST.

I WANT TO
KNOW... THE
ONLY PROOF
I HAVE OF
MYSELF, THE
ONLY CLUE...



Second League, Basement Gymnasium

GYMNASIUM

No Gimmicks
Tricks
All Attacks Legal

414

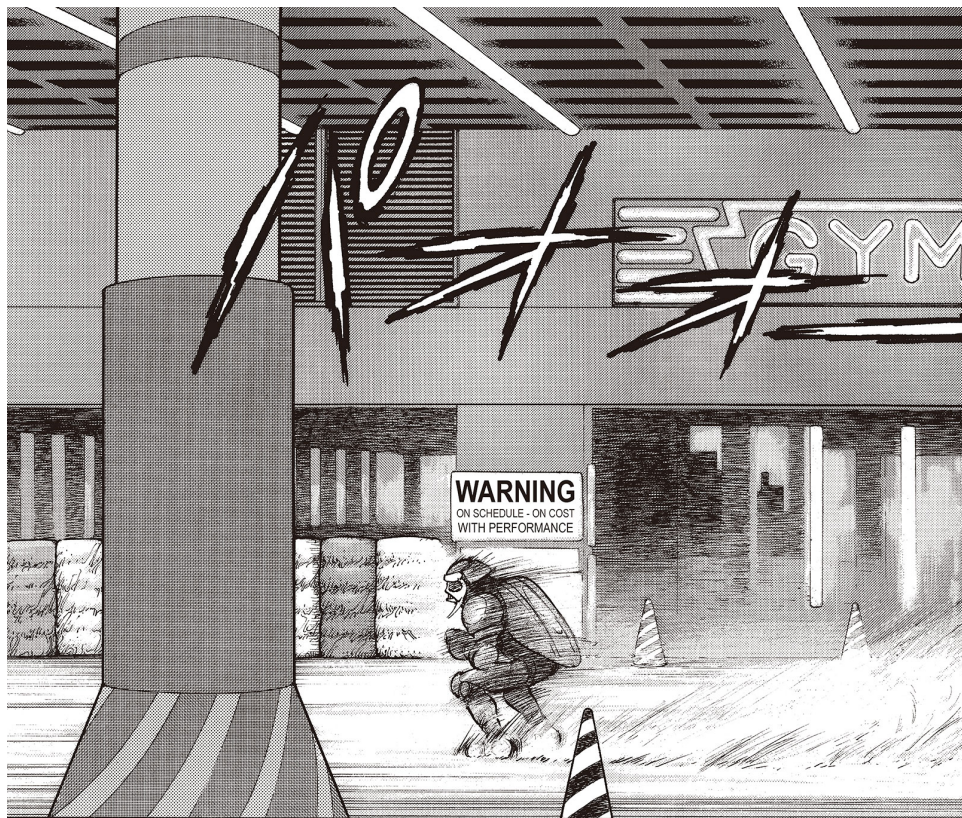
CALL ME
TOMMY.

YOU REALLY
ARE SMALL
IN PERSON.

THIS IS MR.
THOMPSON
FROM OUR
TEAM SPON-
SOR, "TRENCH
BLOOM SCRAP
PIONEERING."

AH, THERE
YOU ARE!





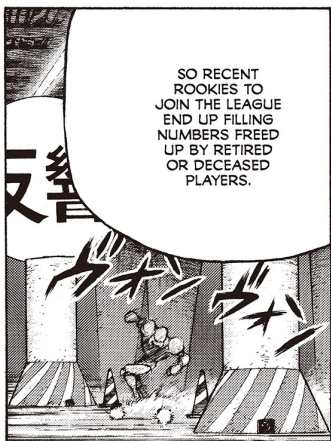
WHAT ?



OH, TRUST ME, IT'S THE MOST TRIVIAL PROBLEM YOU CAN IMAGINE...

I'M ONLY AFRAID OF ALITA THROWING A **TANTRUM!**

I THOUGHT WE HAD THE SPONSORSHIP CONTRACT IN PLACE, AND EVERYTHIN' WAS SHIP-SHAPE TO ADVANCE TO SECOND LEAGUE, ED! IS THERE A PROBLEM?



SO RECENT
ROOKIES TO
JOIN THE LEAGUE
END UP FILLING
NUMBERS FREED
UP BY RETIRED
OR DECEASED
PLAYERS.

ALLOW
ME TO
EXPLAIN.

EACH PLAYER
WITHIN A SINGLE
LEAGUE WEARS A
SPECIFIC NUMBER
BETWEEN 0 AND
99--IN OTHER
WORDS, THERE
CAN BE NO MORE
THAN 100 AT ANY
TIME...



THAT'S THE
PROBLEM:
99'S
ALREADY
IN USE IN
SECOND
LEAGUE!

I
HAVE
TO
WEAR
#99!

THERE ARE
ABOUT TEN
NUMBERS
AVAILABLE
TO USE IN
SECOND
LEAGUE...



YOU'LL
JUST HAVE
TO DEAL
WITH IT!

AND ONCE
I'VE GOT MY
MIND SET ON
SOMETHING,
I NEVER
CHANGE IT!



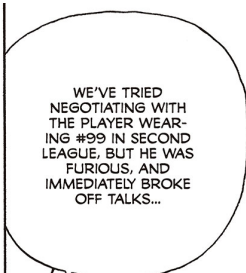
NOT
REALLY
...

I JUST
LIKE IT,
THAT'S
ALL.

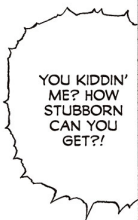
AH, I SEE... IS
THERE SOME
REASON YOU'RE
FIXATED ON
THAT NUMBER?
SPECIAL
MEMORIES?



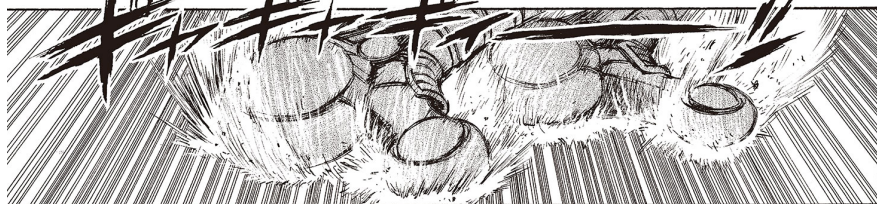
SO
UNLESS
YOU
CHANGE
YOUR
MIND...



WE'VE TRIED
NEGOTIATING WITH
THE PLAYER WEAR-
ING #99 IN SECOND
LEAGUE, BUT HE WAS
FURIOUS, AND
IMMEDIATELY BROKE
OFF TALKS...

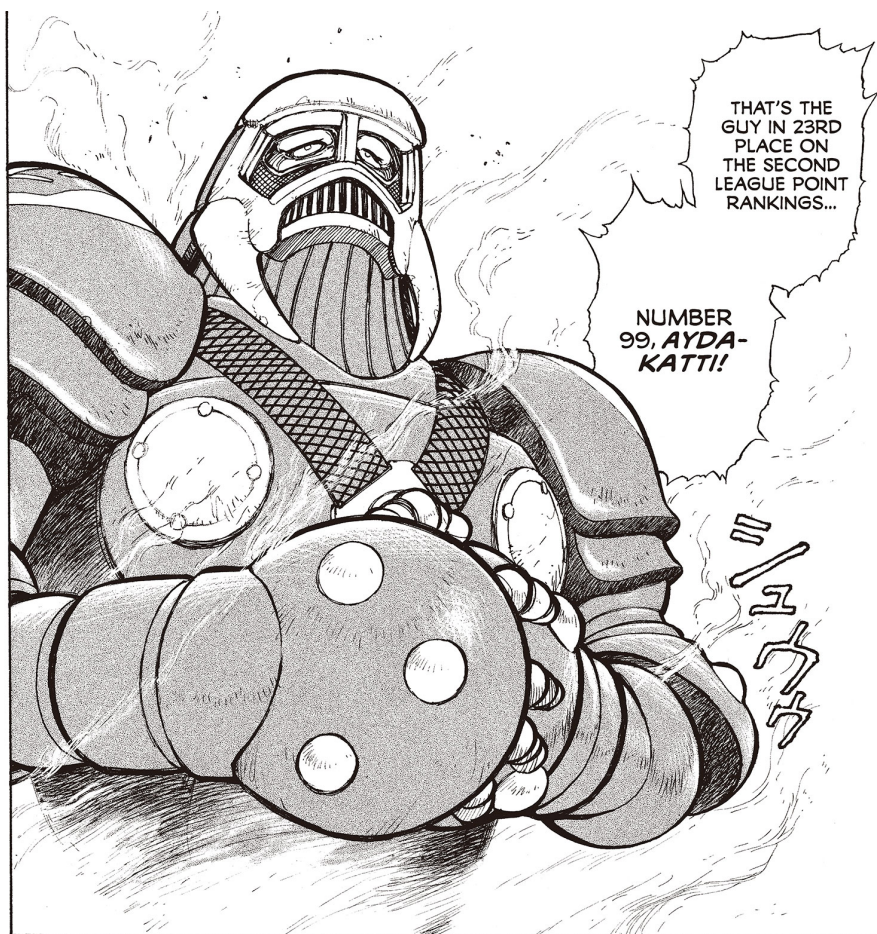


YOU KIDDIN'
ME? HOW
STUBBORN
CAN YOU
GET?!



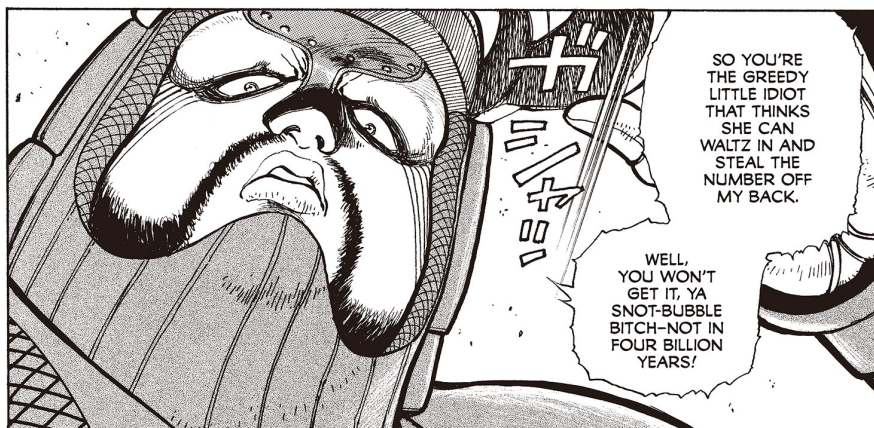
...IS TO FACE
HIM IN A ONE-
ON-ONE GAME
WITH THE
NUMBER
ON THE LINE!
YOU IN?

...CUSTOM
DICTATES
THAT THE
ONLY WAY
TO GET
IT...



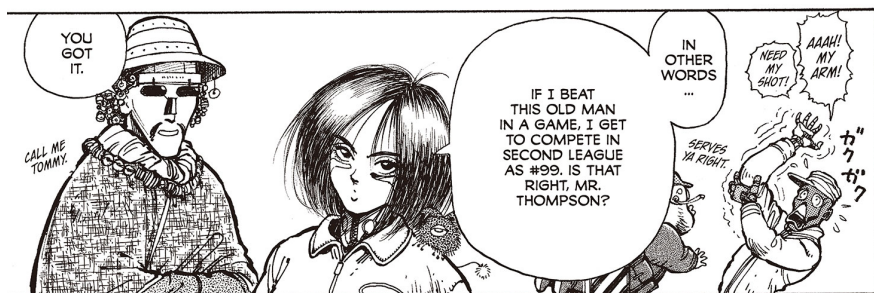
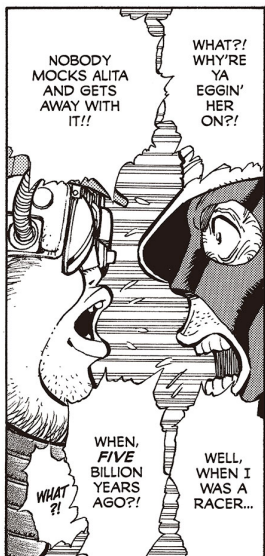
THAT'S THE
GUY IN 23RD
PLACE ON
THE SECOND
LEAGUE POINT
RANKINGS...

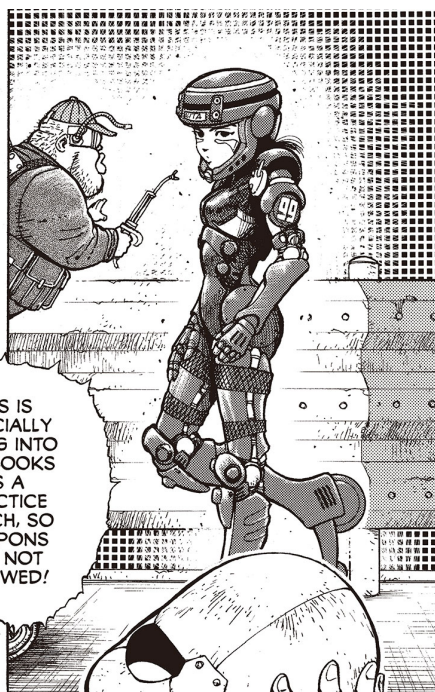
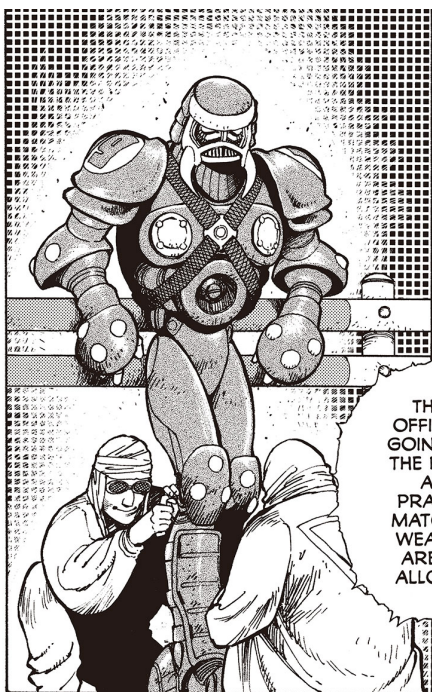
NUMBER
99, AYDA-
KATTI!



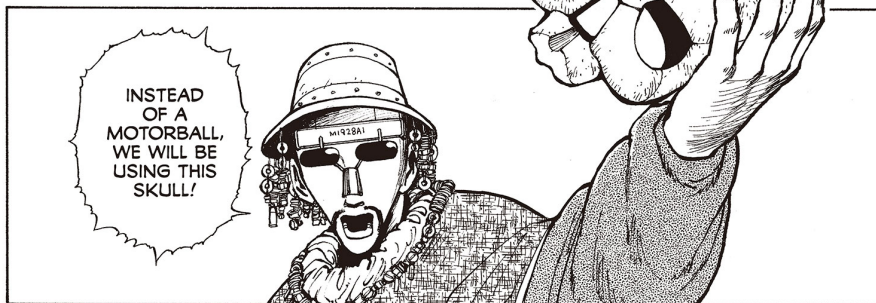
SO YOU'RE
THE GREEDY
LITTLE IDIOT
THAT THINKS
SHE CAN
WALTZ IN AND
STEAL THE
NUMBER OFF
MY BACK.

WELL,
YOU WON'T
GET IT, YA
SNOT-BUBBLE
BITCH-NOT IN
FOUR BILLION
YEARS!

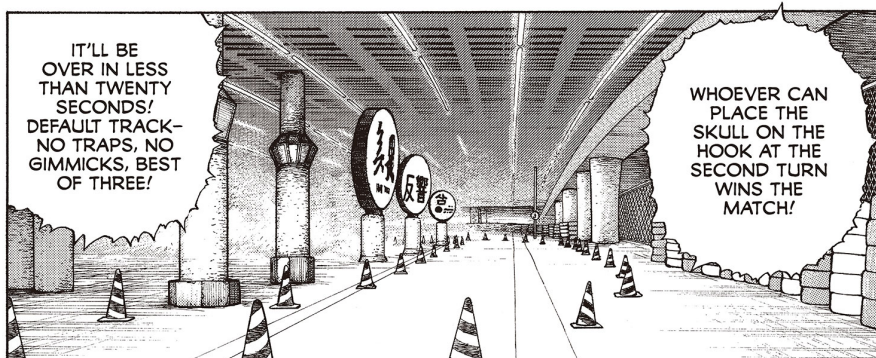




THIS IS
OFFICIALLY
GOING INTO
THE BOOKS
AS A
PRACTICE
MATCH, SO
WEAPONS
ARE NOT
ALLOWED!

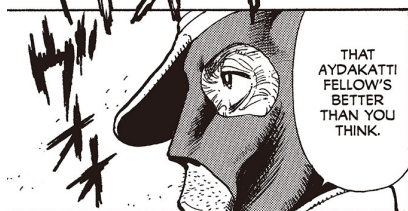


INSTEAD
OF A
MOTORBALL,
WE WILL BE
USING THIS
SKULL!



IT'LL BE
OVER IN LESS
THAN TWENTY
SECONDS!
DEFAULT TRACK-
NO TRAPS, NO
GIMMICKS, BEST
OF THREE!

WHOEVER CAN
PLACE THE
SKULL ON THE
HOOK AT THE
SECOND TURN
WINS THE
MATCH!

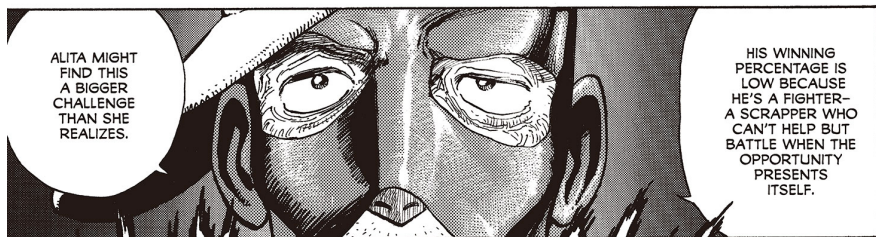


THAT
AYDAKATTI
FELLOW'S
BETTER
THAN YOU
THINK.



YOU
THINK
SO?

THAT
CLUMSY
OAF WON'T
STAND A
CHANCE
AGAINST
OUR ALITA!
HEH HEH!

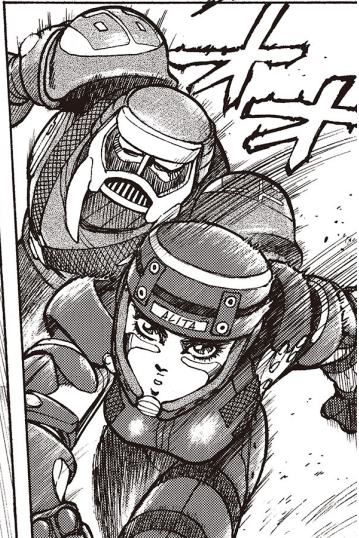
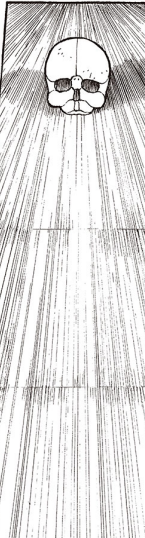
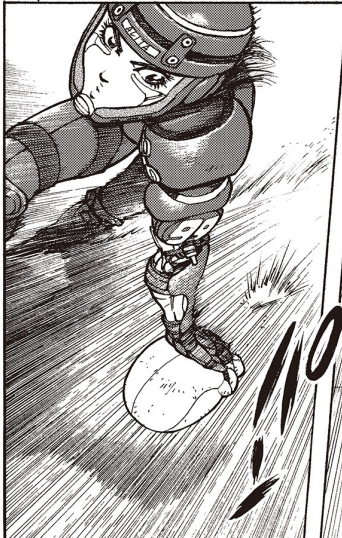
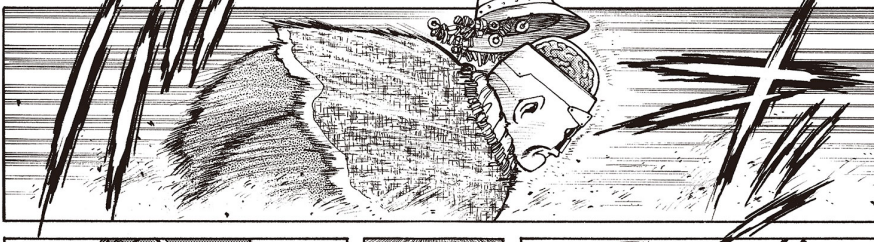
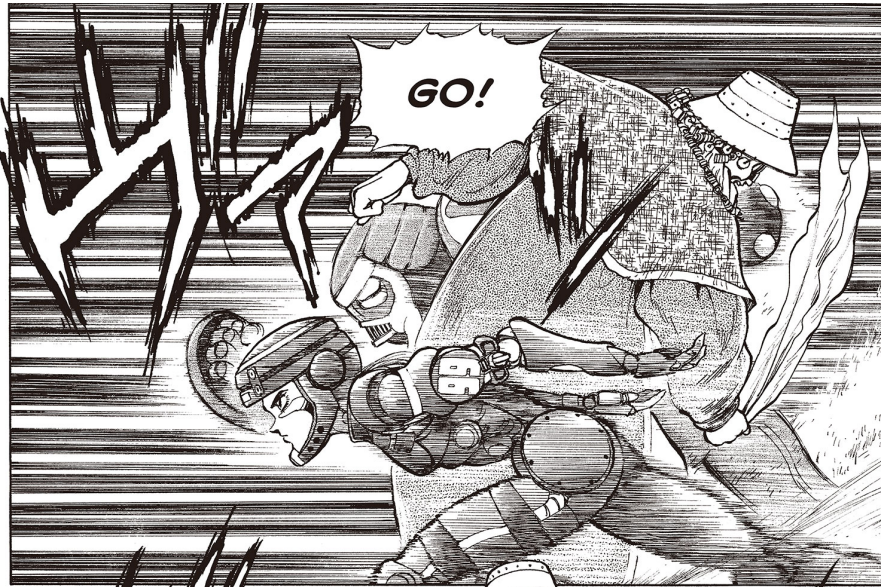


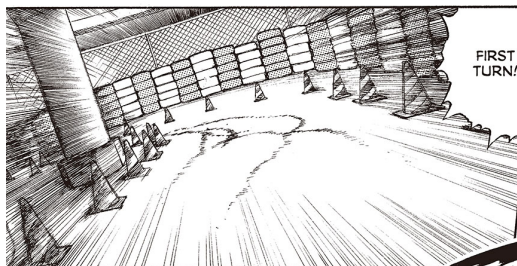
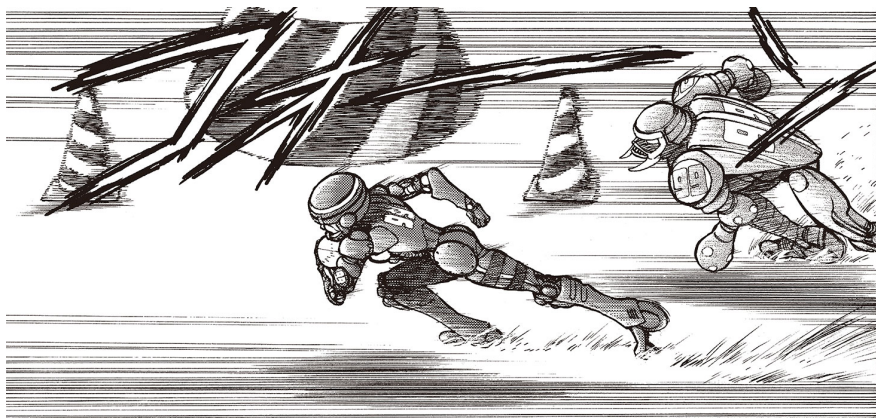
ALITA MIGHT
FIND THIS
A BIGGER
CHALLENGE
THAN SHE
REALIZES.

HIS WINNING
PERCENTAGE IS
LOW BECAUSE
HE'S A FIGHTER-
A SCRAPPER WHO
CAN'T HELP BUT
BATTLE WHEN THE
OPPORTUNITY
PRESENTS
ITSELF.

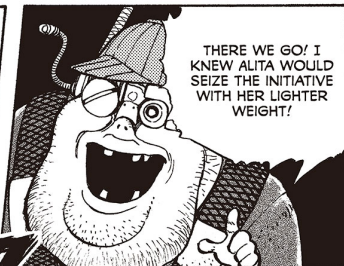


READY!

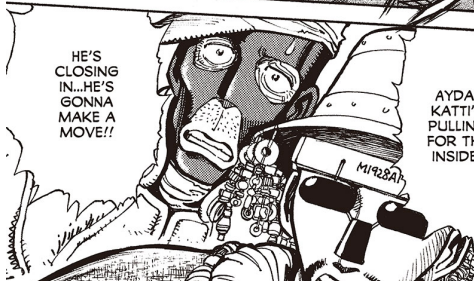
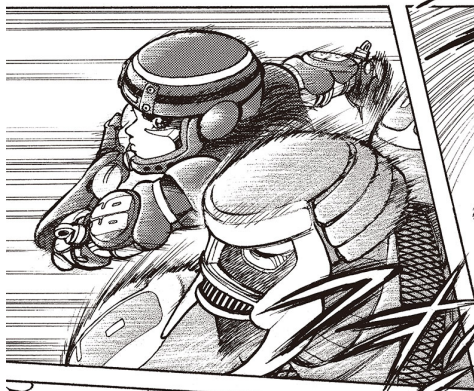




FIRST
TURN!

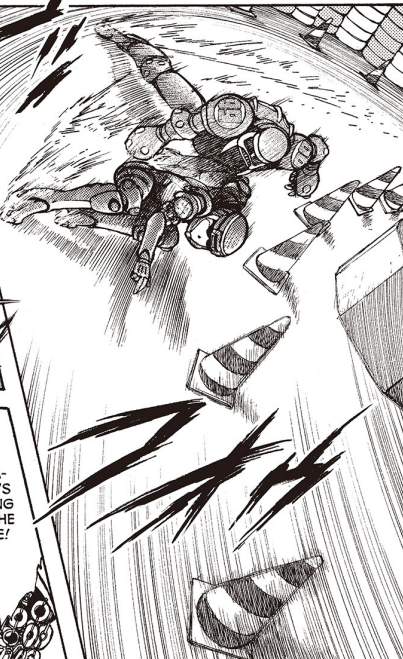


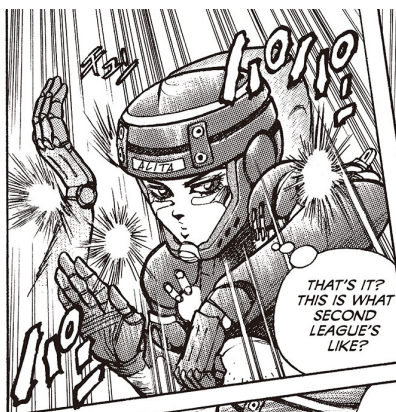
THERE WE GO! I
KNEW ALTA WOULD
SEIZE THE INITIATIVE
WITH HER LIGHTER
WEIGHT!



HE'S
CLOSING
IN...HE'S
GONNA
MAKE A
MOVE!!

AYDA-
KATTI'S
PULLING
FOR THE
INSIDE!

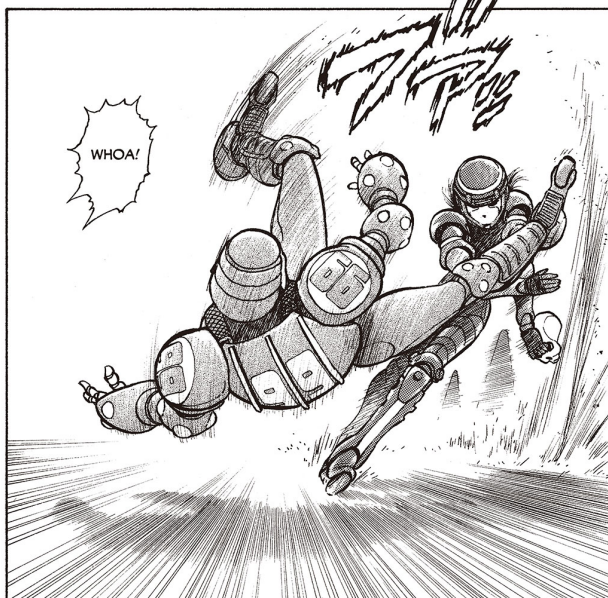
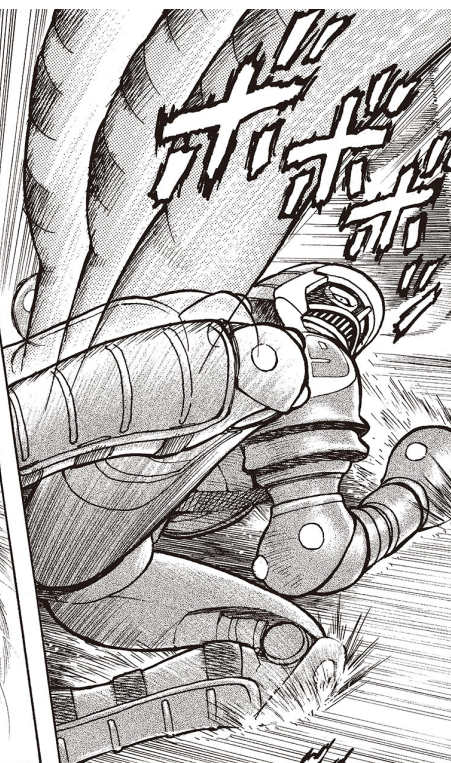


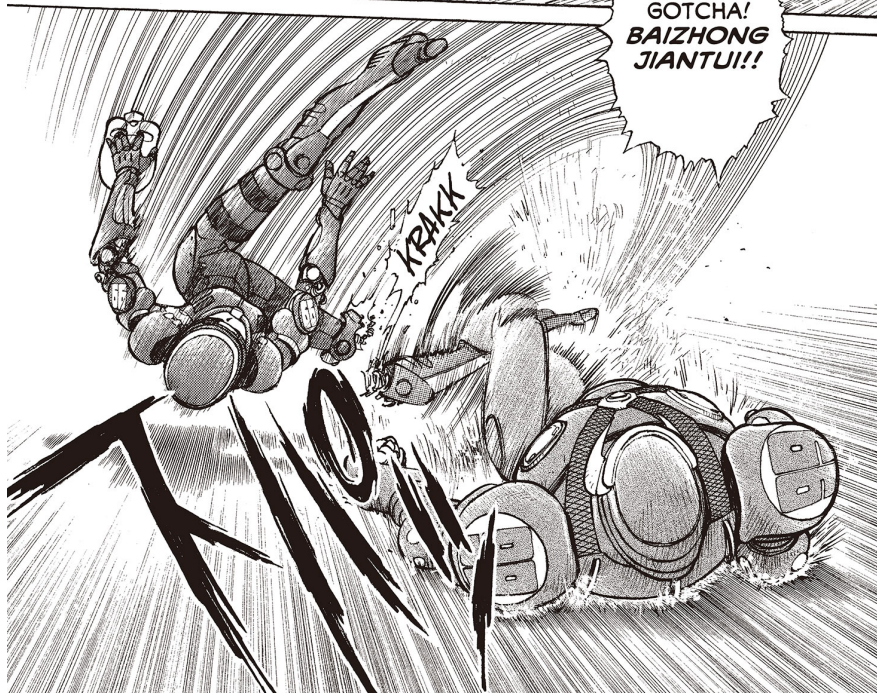
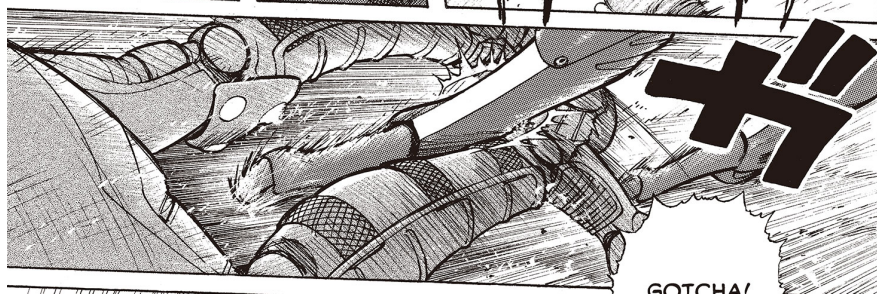
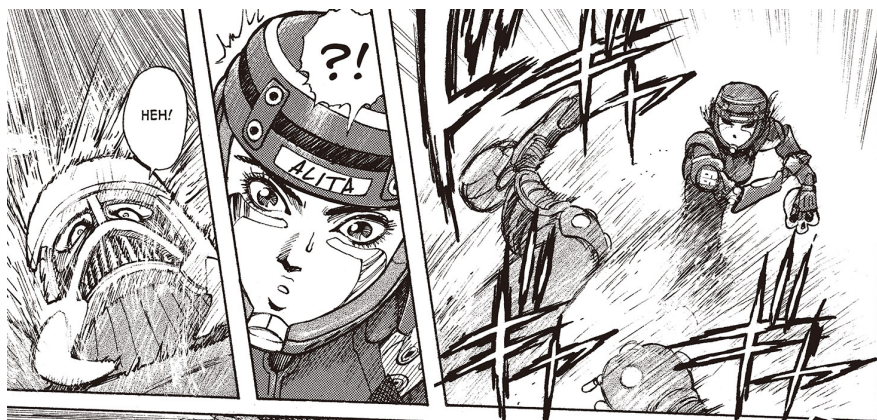


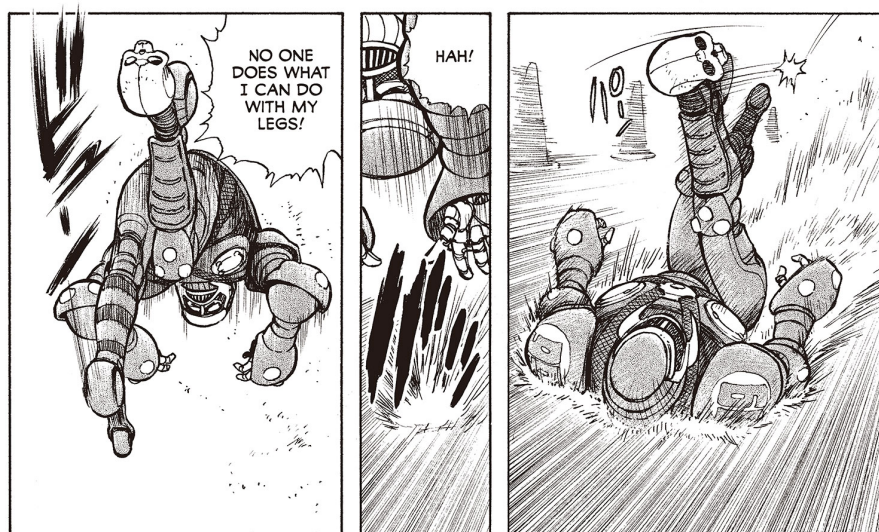
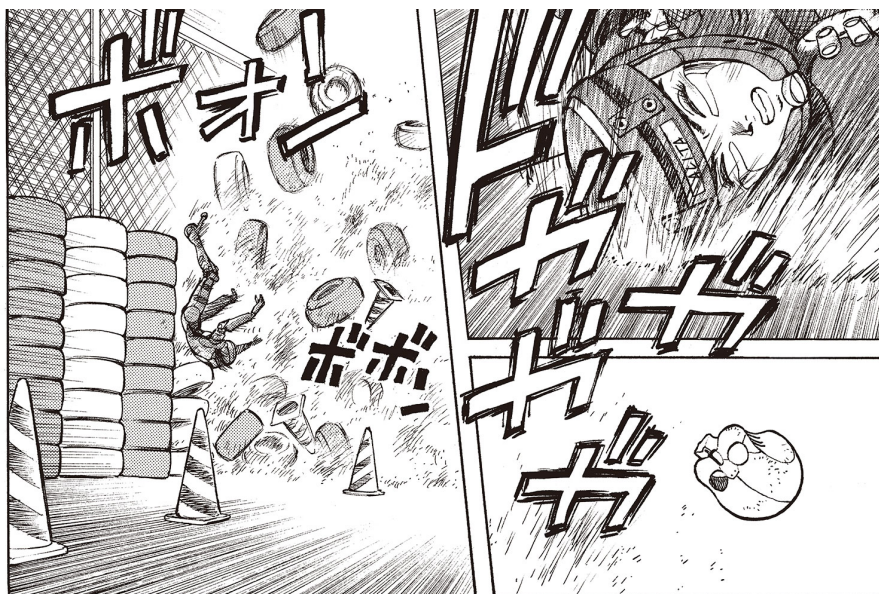
THAT'S IT?
THIS IS WHAT
SECOND
LEAGUE'S
LIKE?

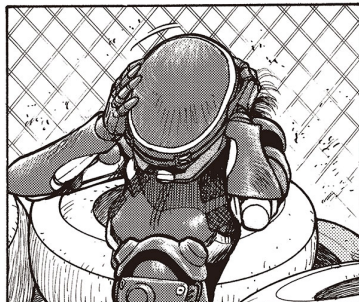
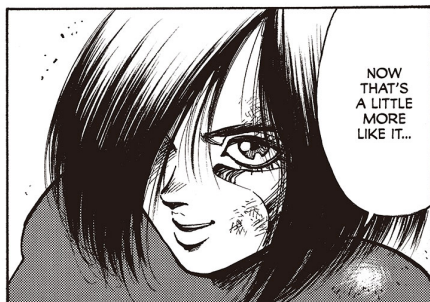
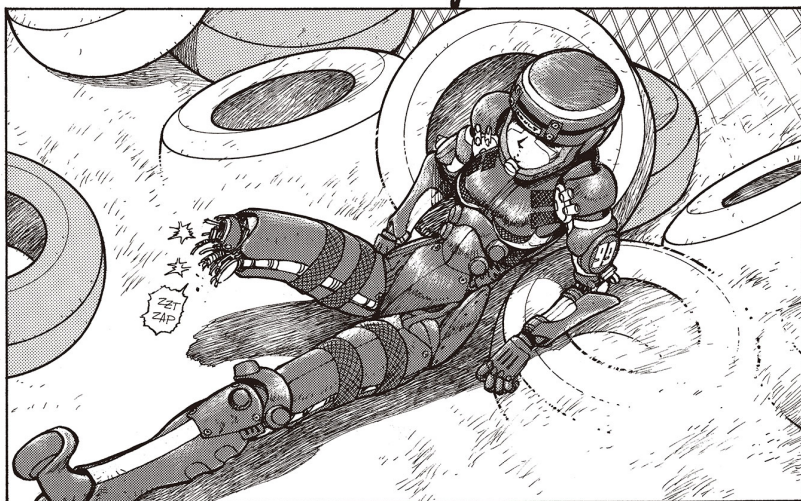
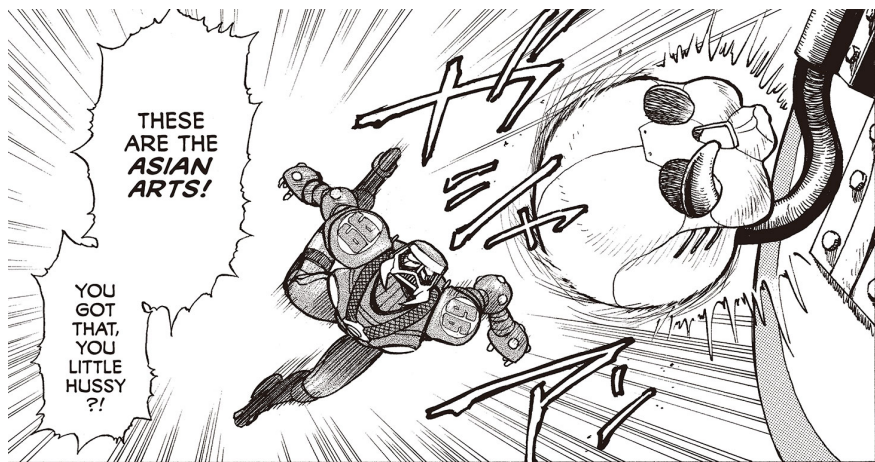


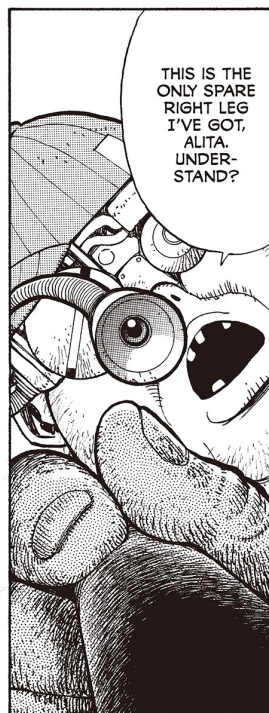
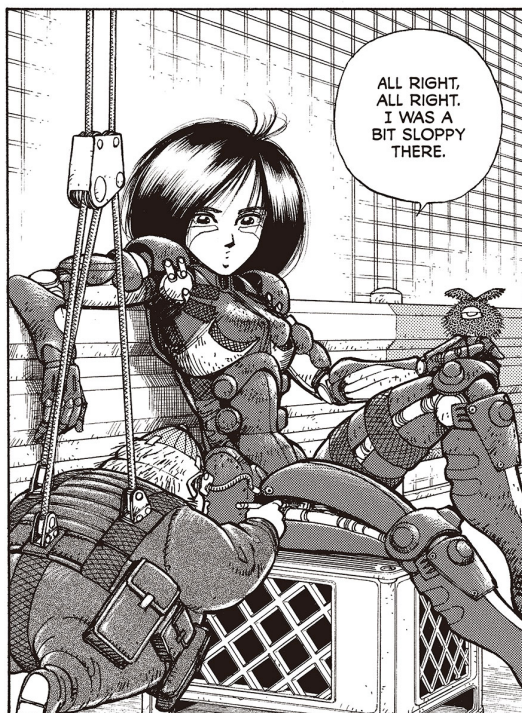
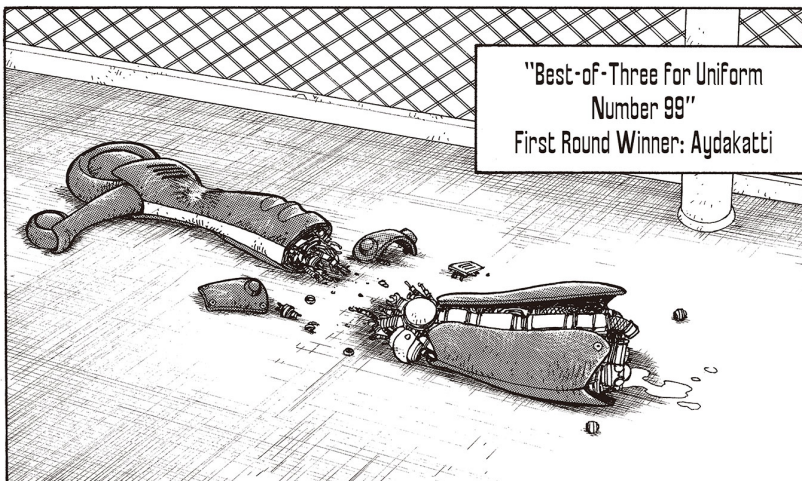
HAH!

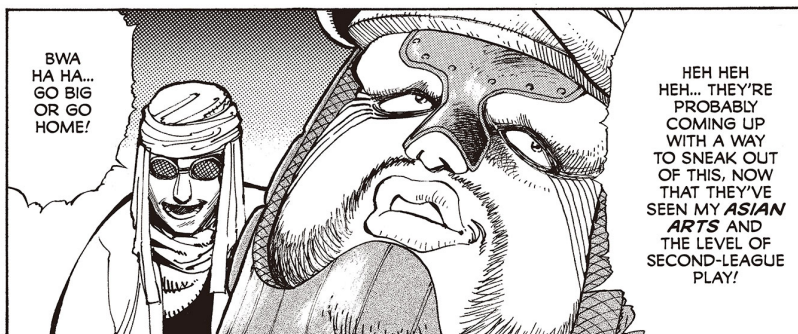
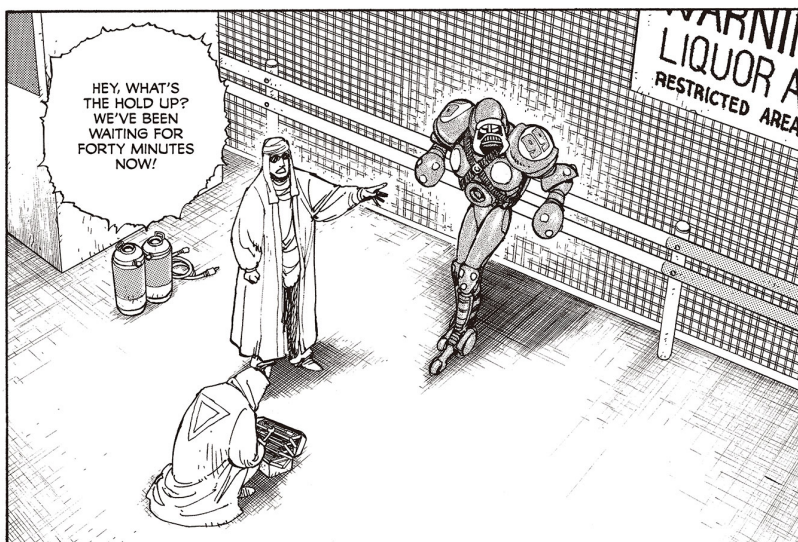
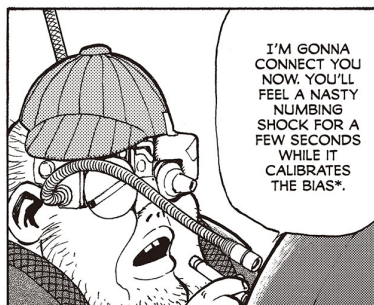
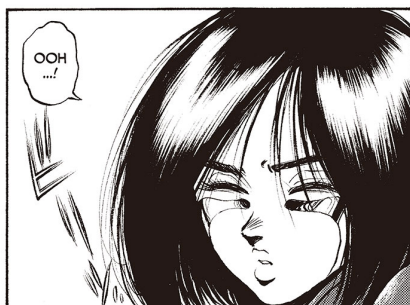




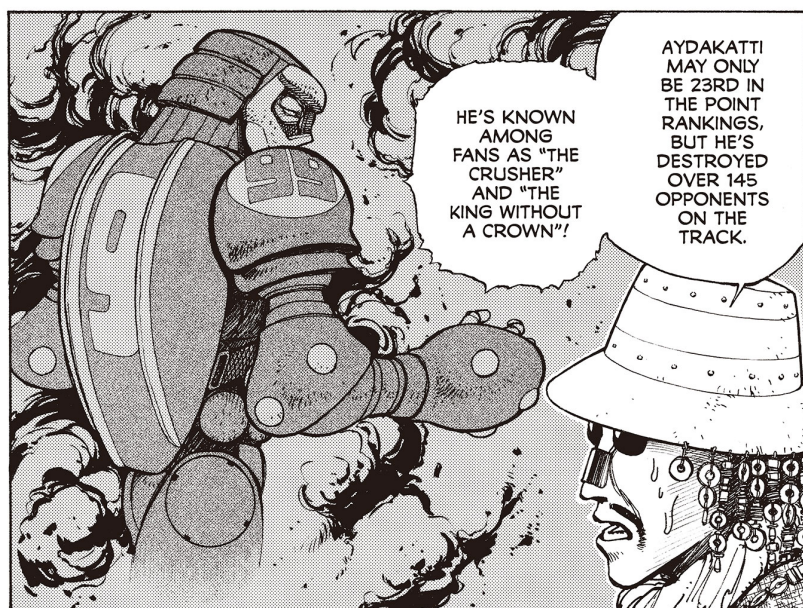
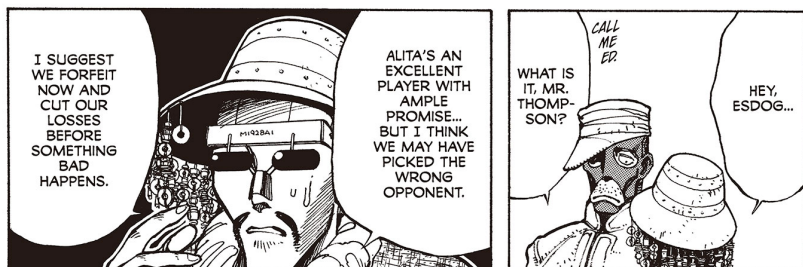
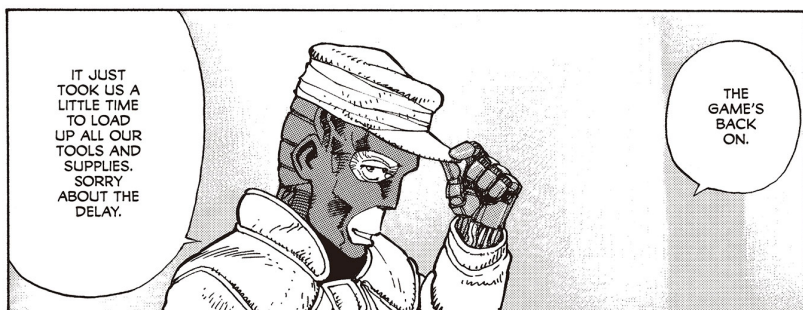


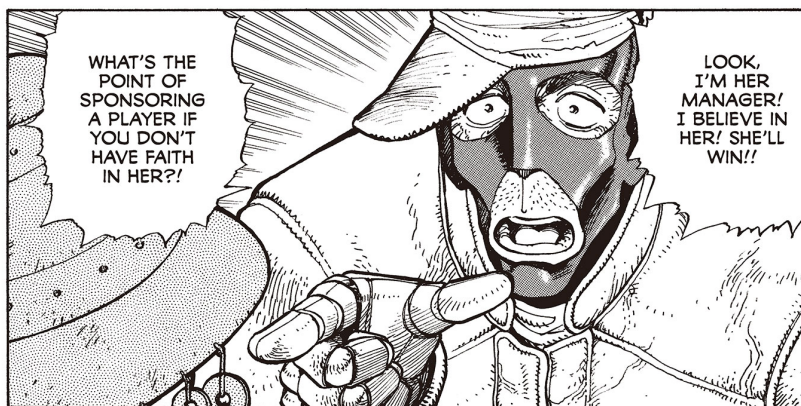
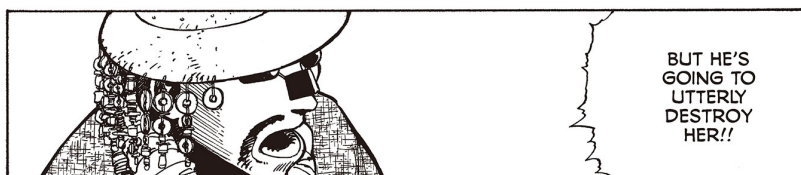
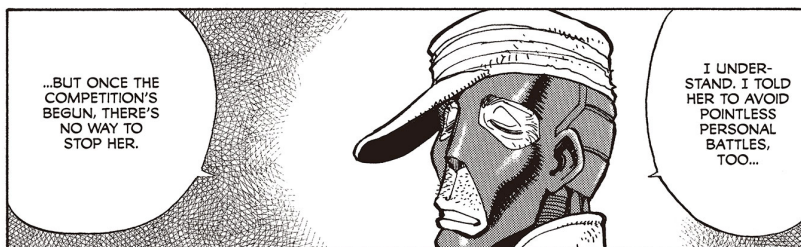
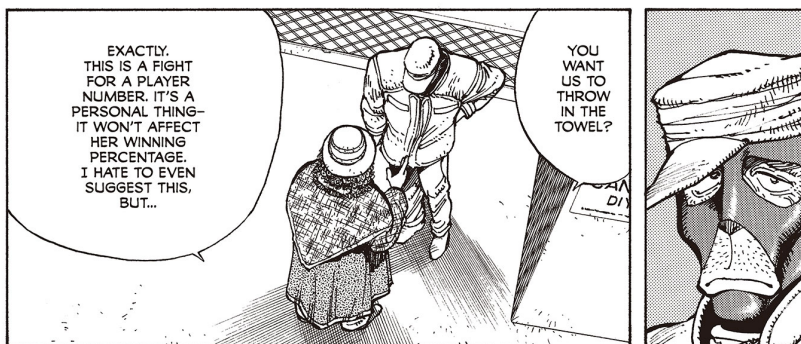






*Bias: The voltage level that sets the operating point of an electrical signal or system.

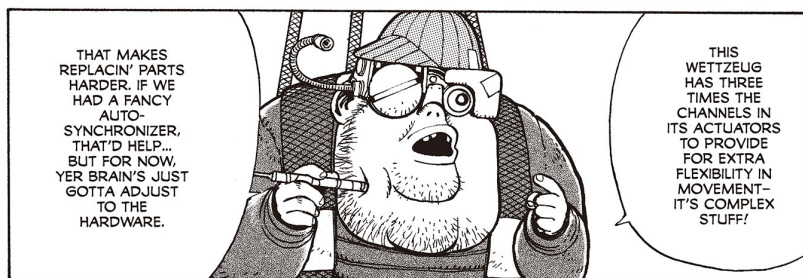
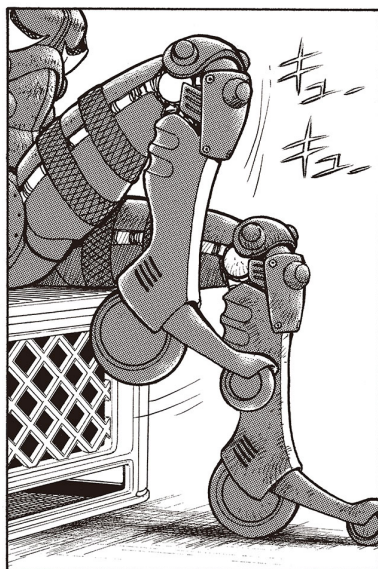






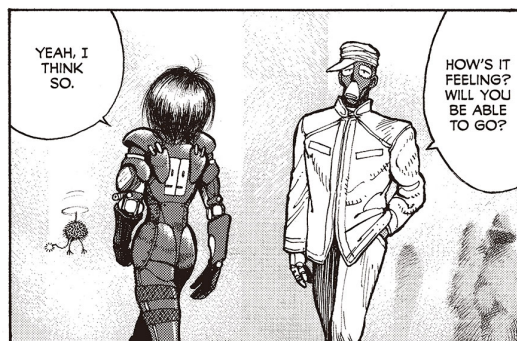
I DID GIVE YA
A REALIGN-
MENT*, BUT I
CAN ONLY BE
SO PRECISE
WHEN TIME
IS SHORT
LIKE THIS.

STILL
FEELS A
LITTLE
OFF...



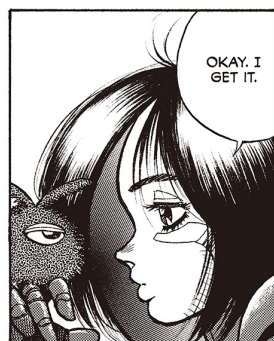
THAT MAKES
REPLACIN' PARTS
HARDER. IF WE
HAD A FANCY
AUTO-
SYNCHRONIZER,
THAT'D HELP...
BUT FOR NOW,
YER BRAIN'S JUST
GOTTA ADJUST
TO THE
HARDWARE.

THIS
WETTZEUG
HAS THREE
TIMES THE
CHANNELS IN
ITS ACTUATORS
TO PROVIDE
FOR EXTRA
FLEXIBILITY IN
MOVEMENT-
IT'S COMPLEX
STUFF!



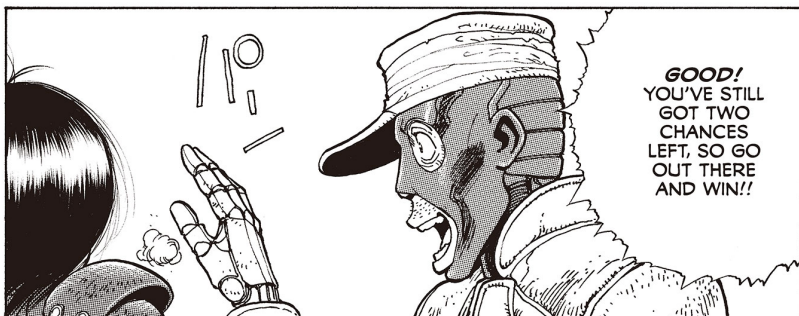
YEAH, I
THINK
SO.

HOW'S IT
FEELING?
WILL YOU
BE ABLE
TO GO?



OKAY, I
GET IT.

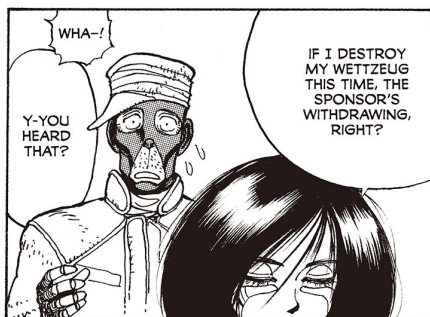
*Realignment: To fine-tune the balance of crucial parts like the legs.



GOOD!
YOU'VE STILL
GOT TWO
CHANCES
LEFT, SO GO
OUT THERE
AND WIN!!



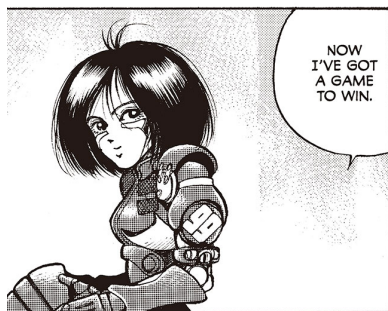
HEH...
YOU'RE
NICER
THAN
YOU
LOOK.
ED.



WHA-!

Y-YOU
HEARD
THAT?

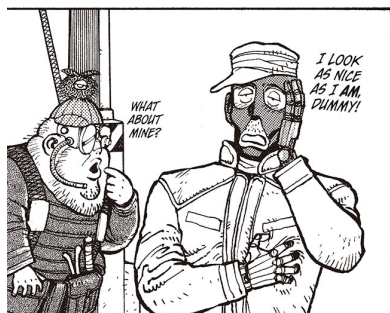
IF I DESTROY
MY WETZELG
THIS TIME, THE
SPONSOR'S
WITHDRAWING,
RIGHT?



NOW
I'VE GOT
A GAME
TO WIN.

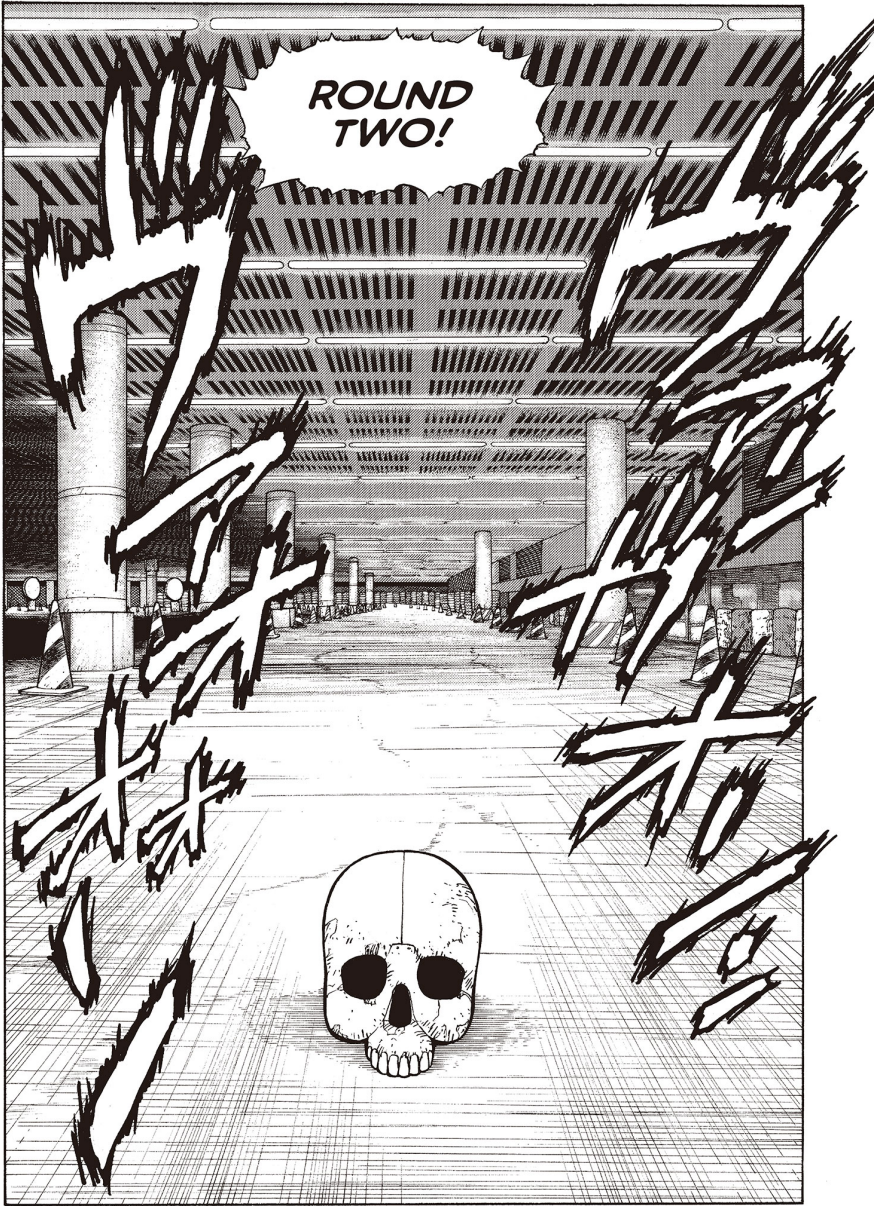


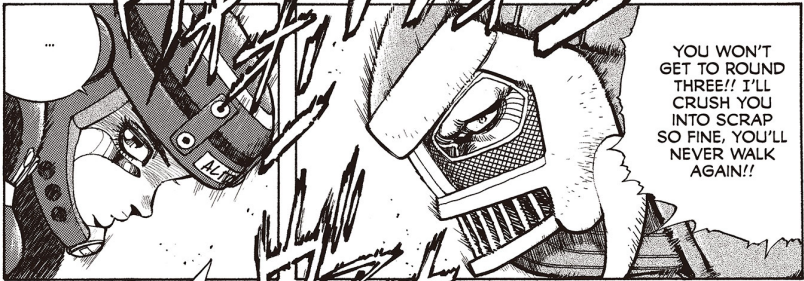
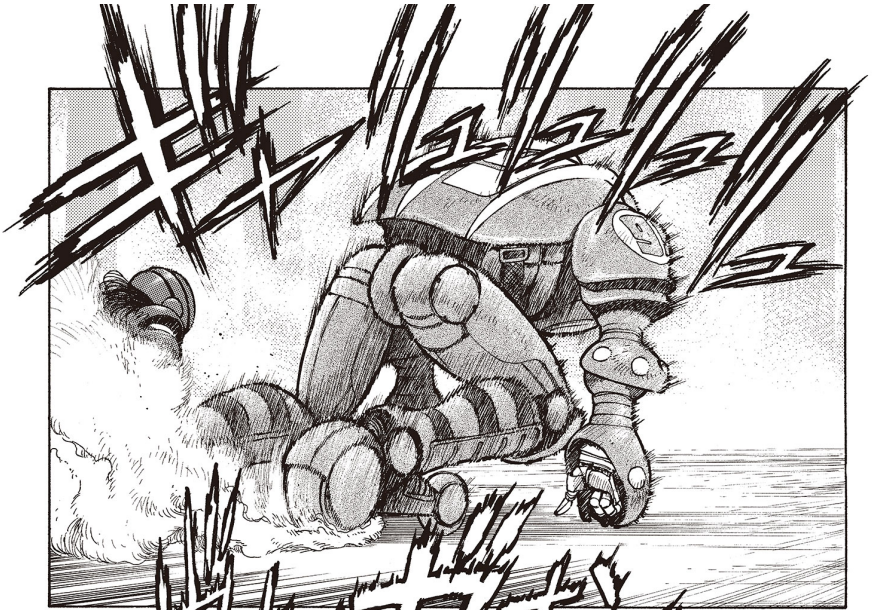
THANKS
FOR
PUTTING
YOUR
FAITH IN
ME!

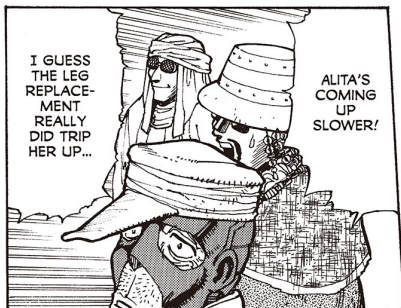
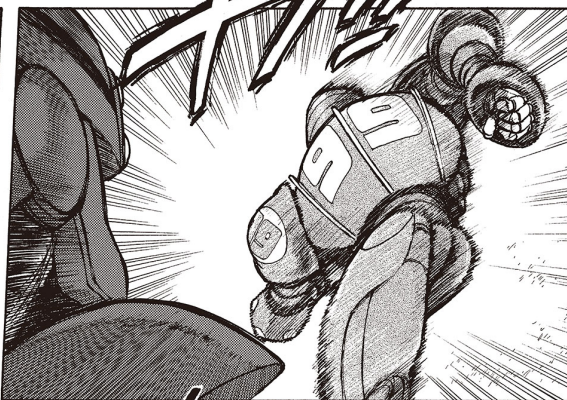
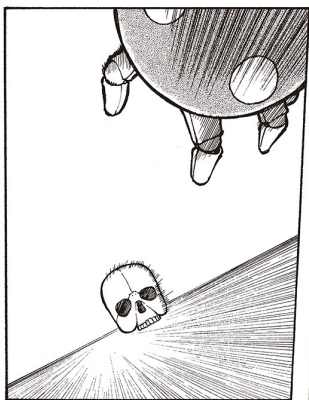
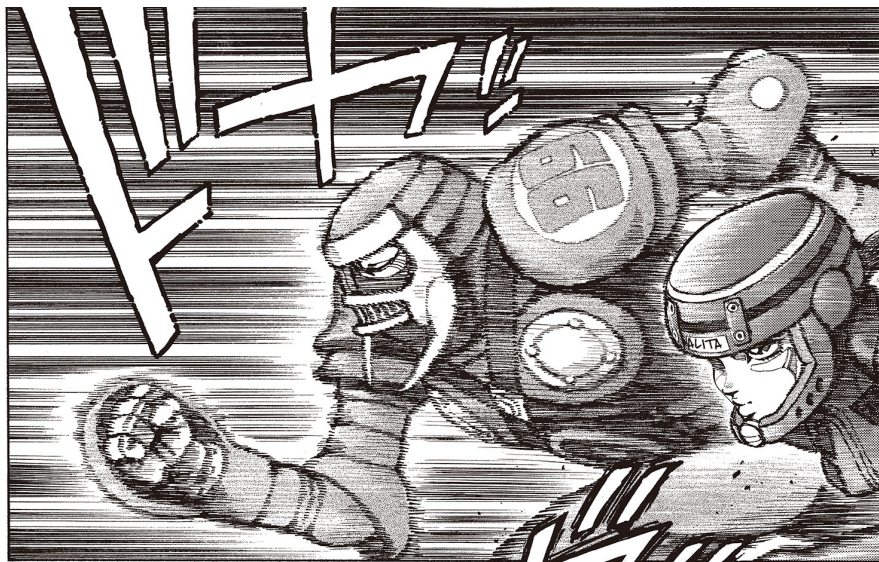


WHAT
ABOUT
MINE?

I LOOK
AS NICE
AS I AM,
DUMMY!

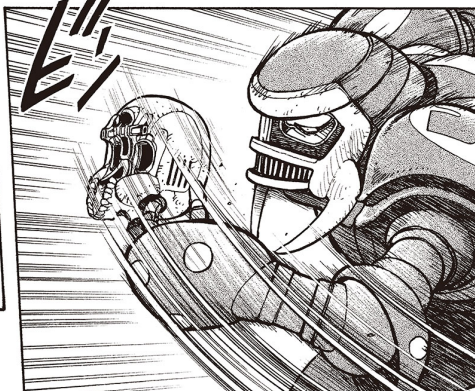


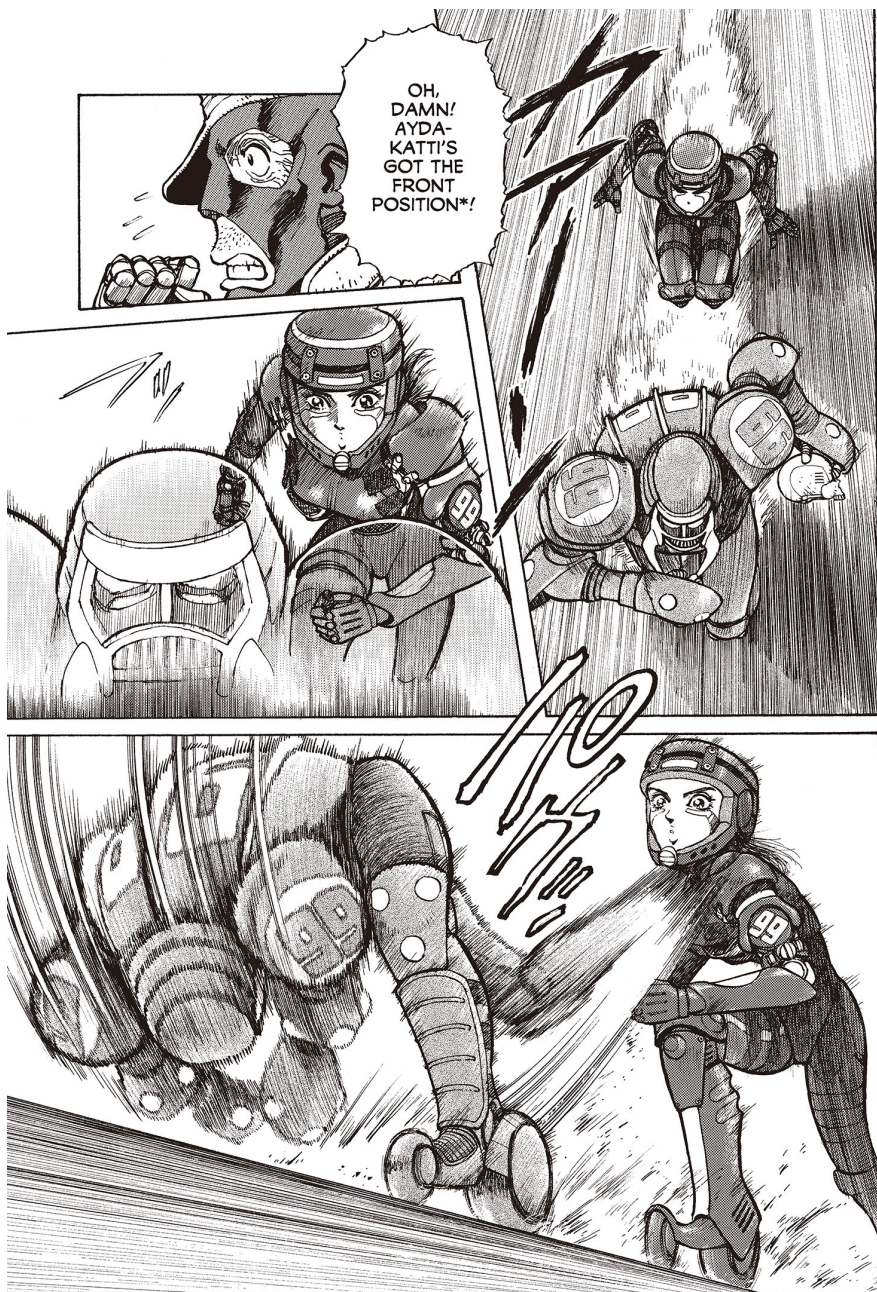




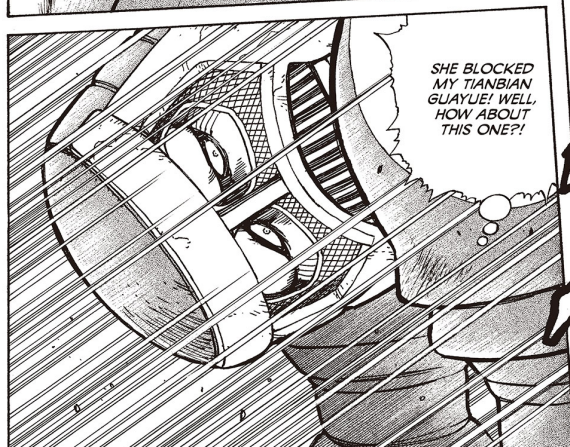
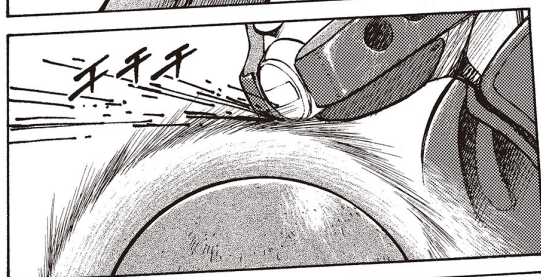
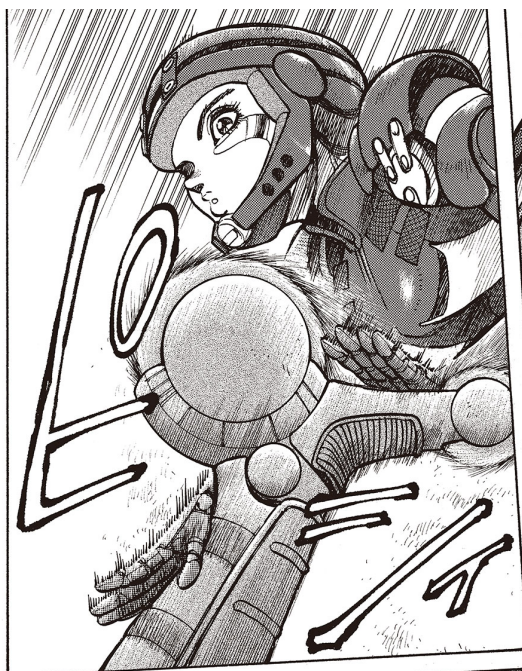
I GUESS
THE LEG
REPLACE-
MENT
REALLY
DID TRIP
HER UP...

ALITA'S
COMING
UP
SLOWER!

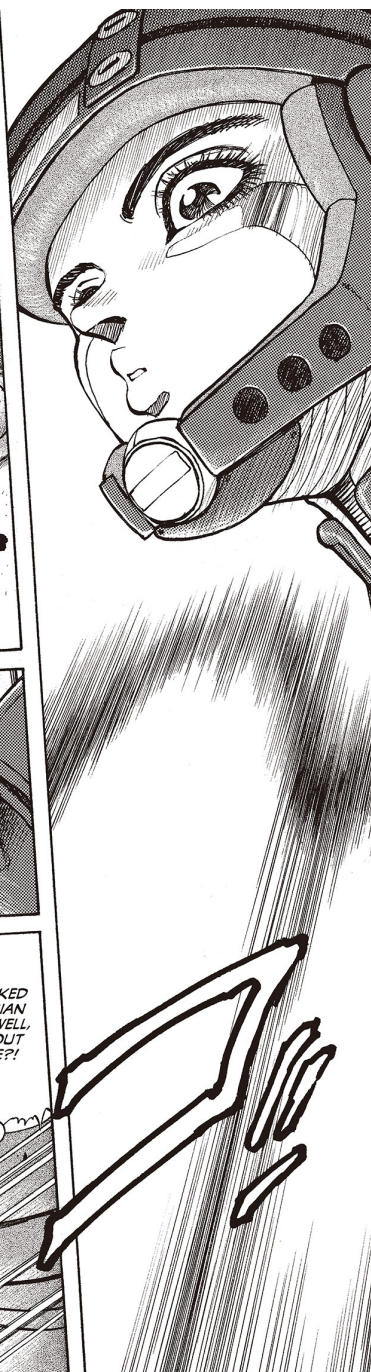


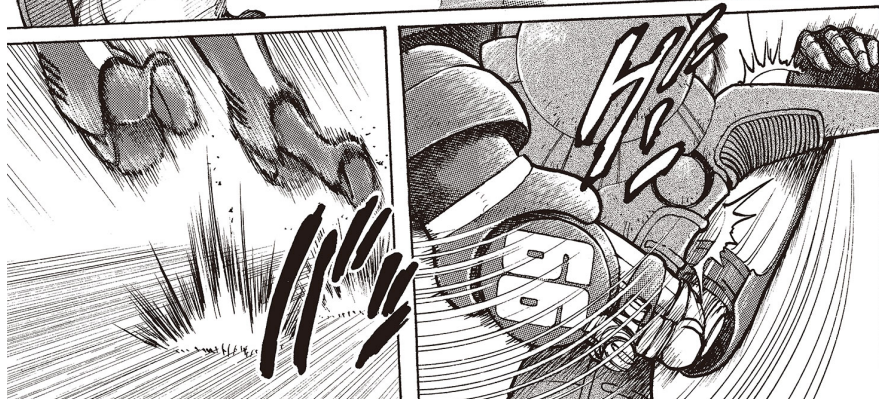
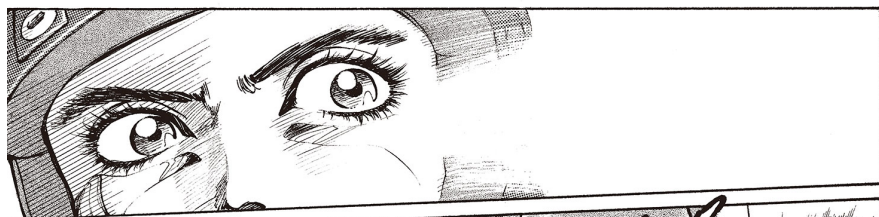
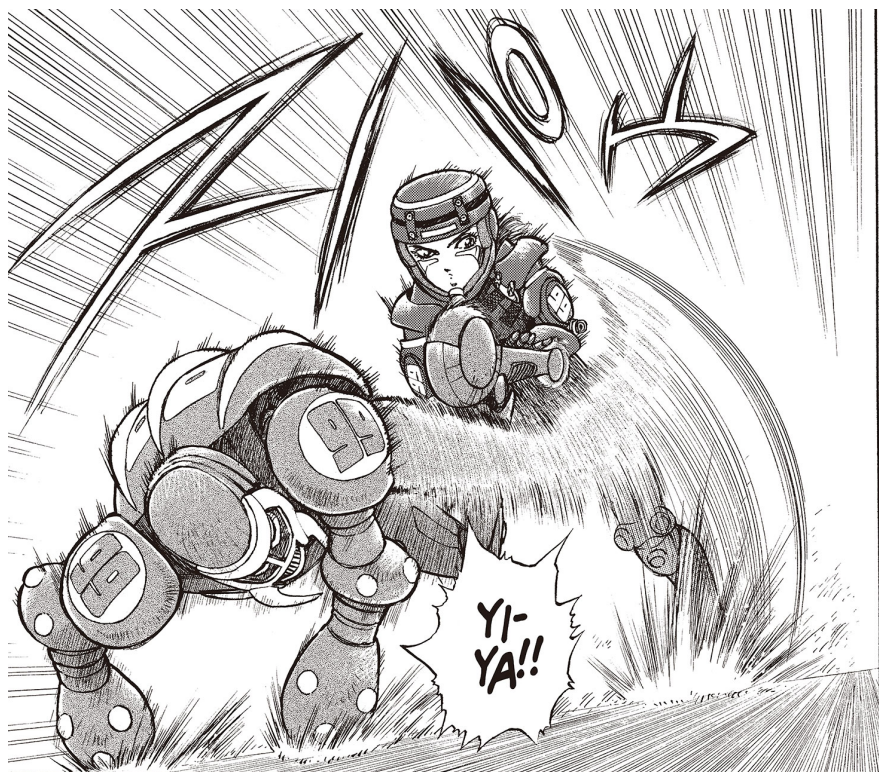


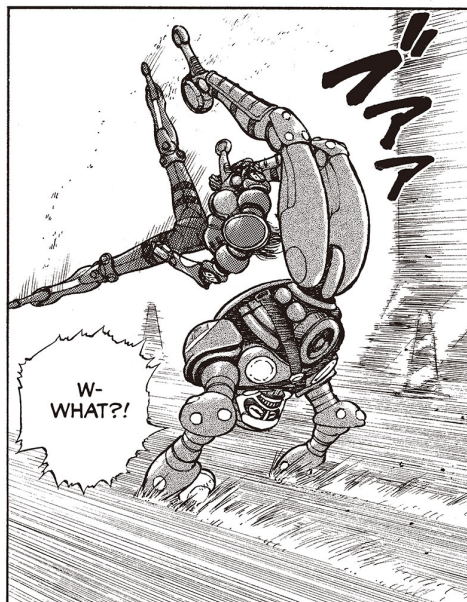
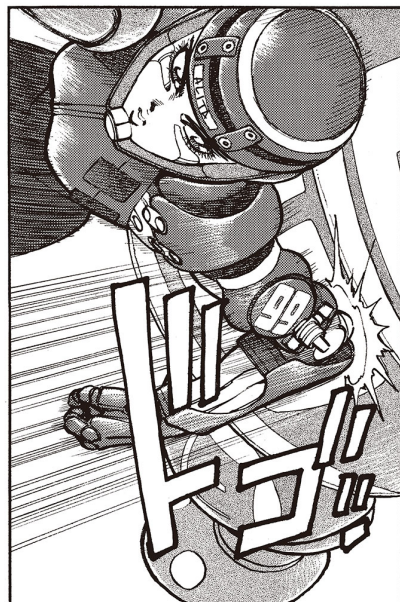
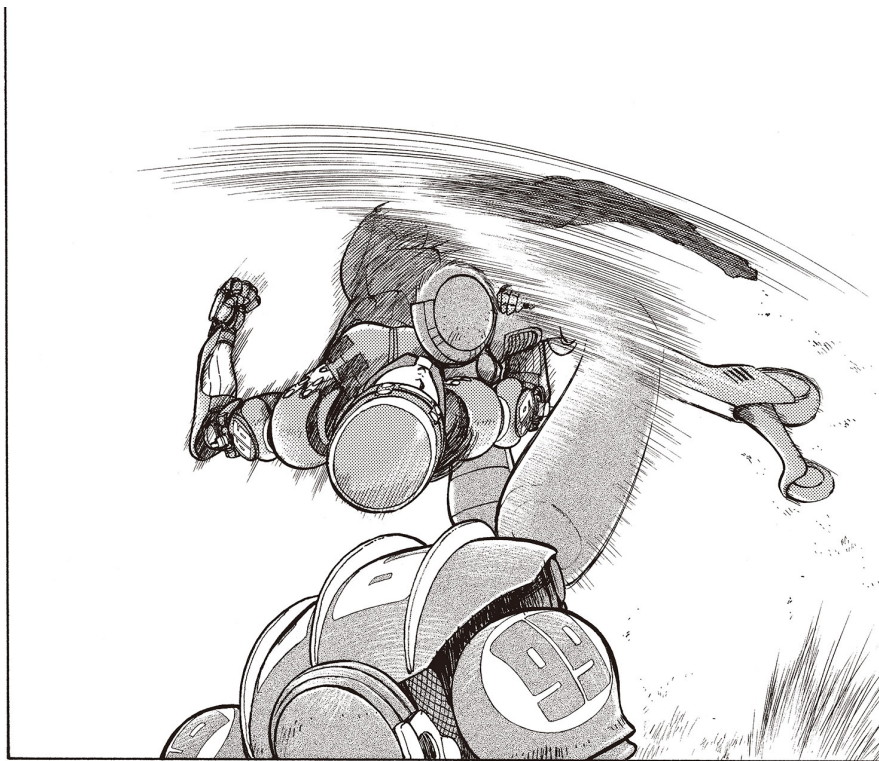
*Front position: Unlike in normal martial arts, motorball takes place while moving in the same direction, so unless there is a major difference in strength, the combatant in the lead has the advantage.

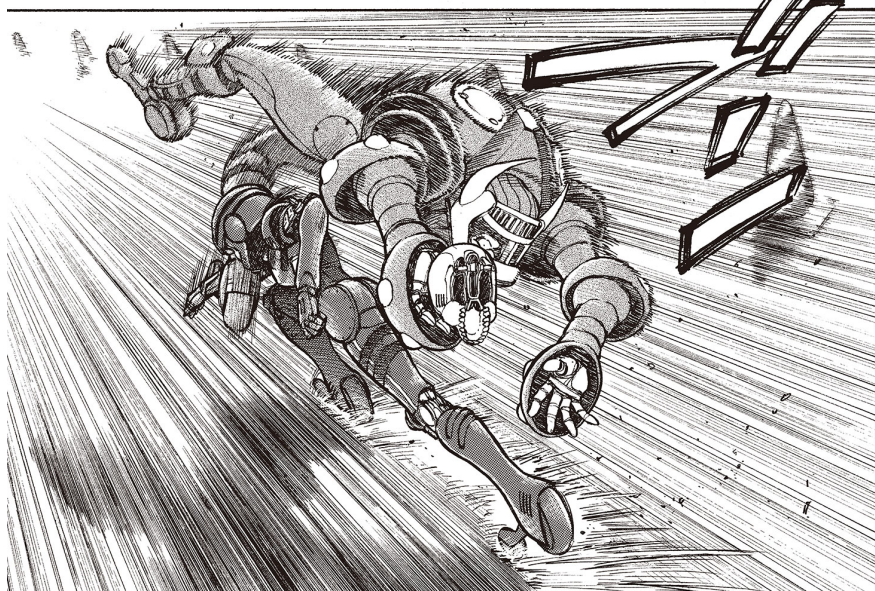
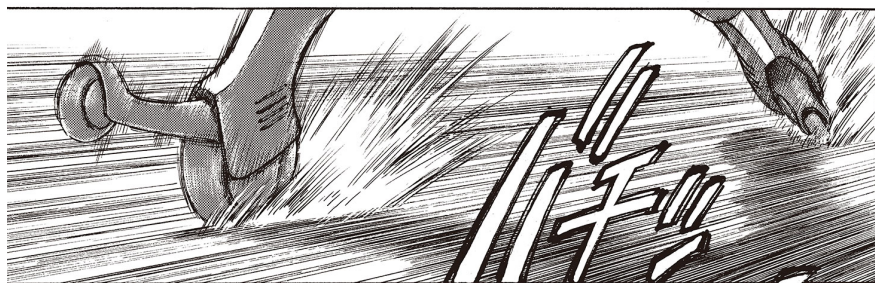
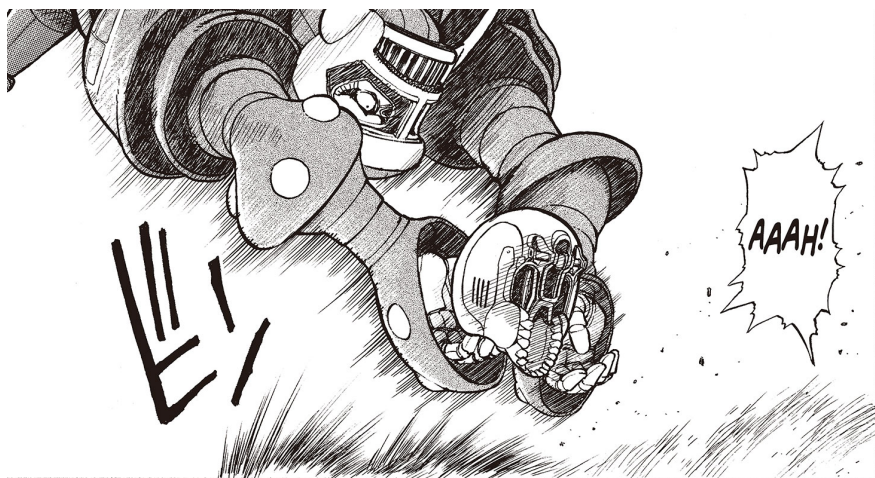


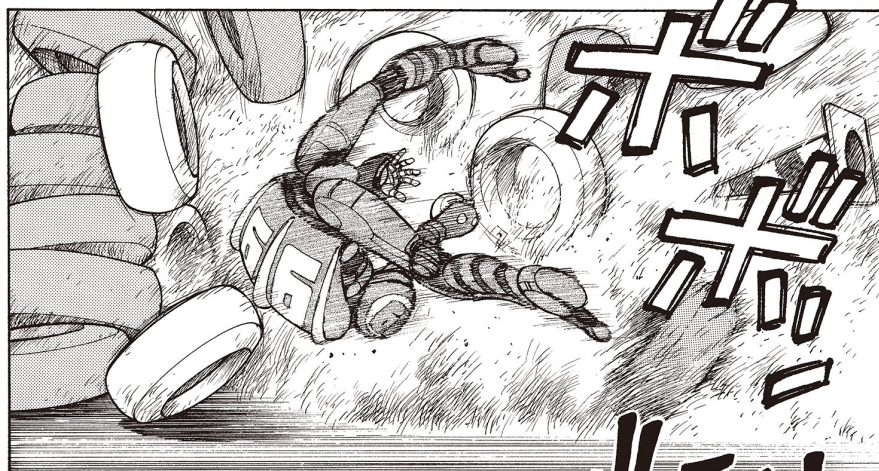
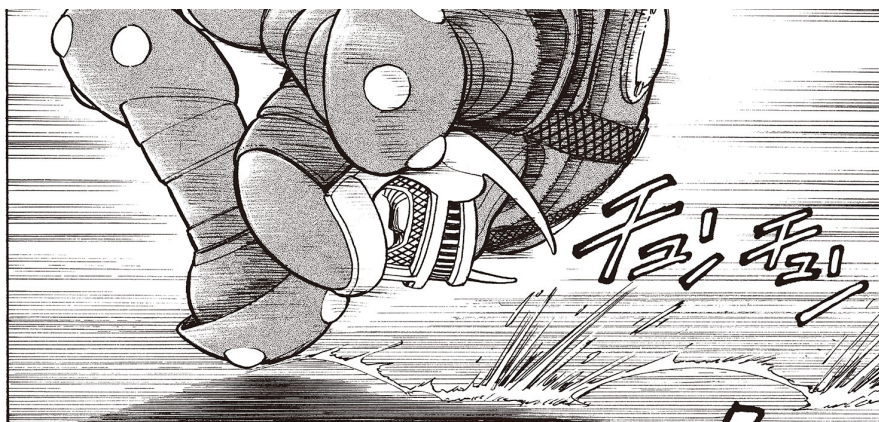
SHE BLOCKED
MY TIANBIAN
GUAYUE! WELL,
HOW ABOUT
THIS ONE?!

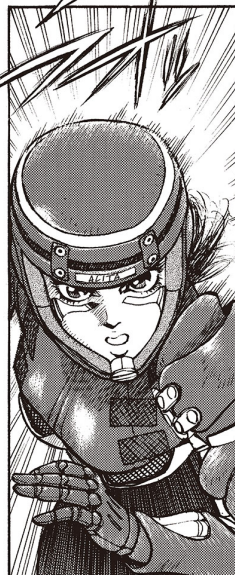
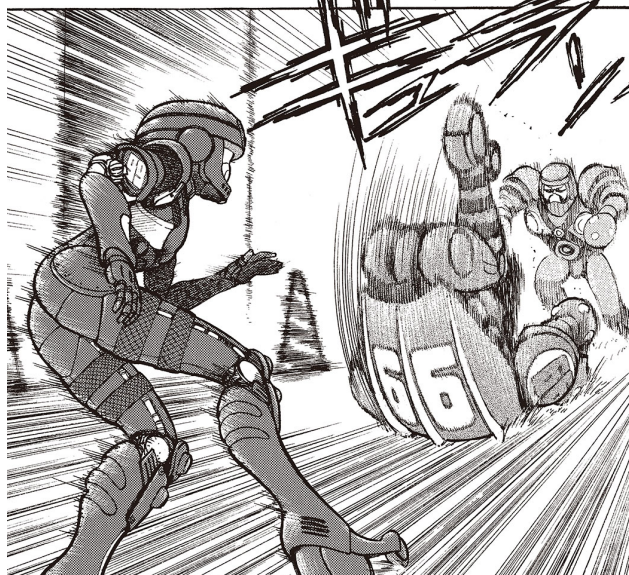
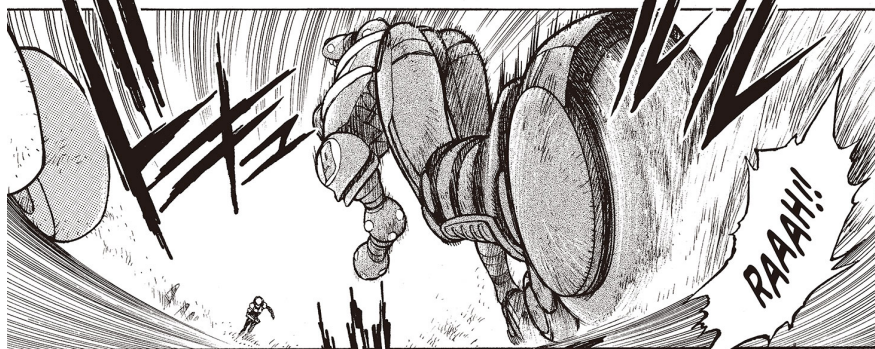


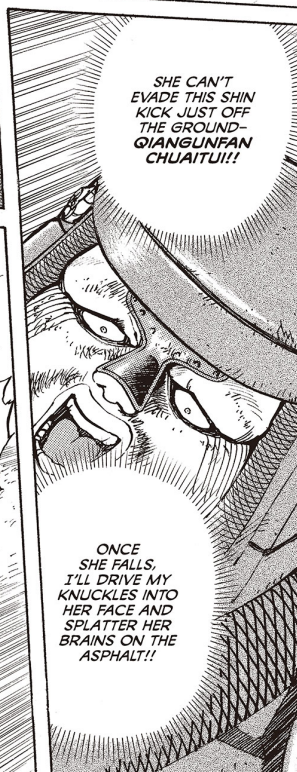
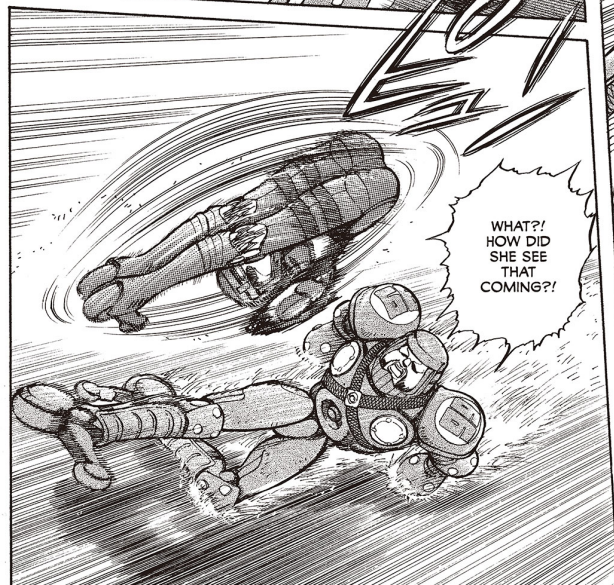
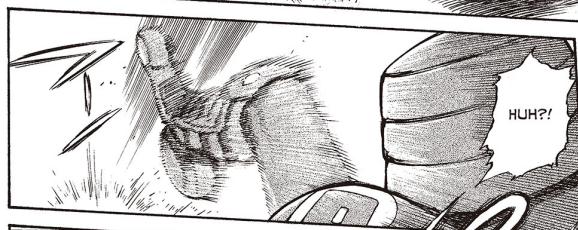
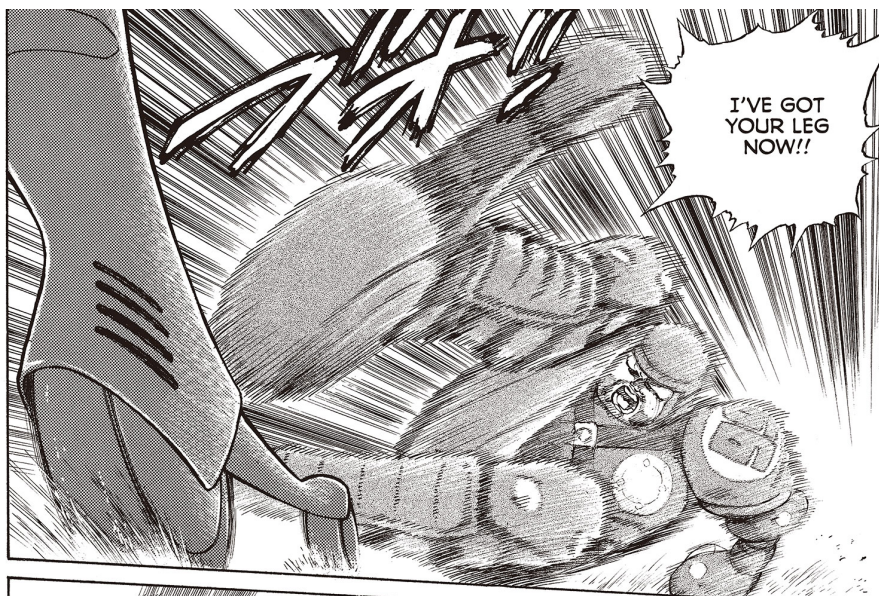


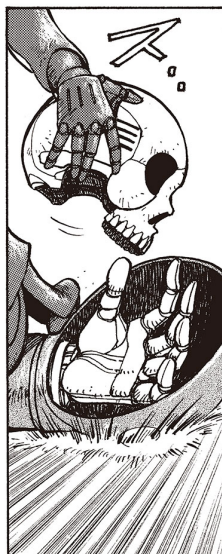
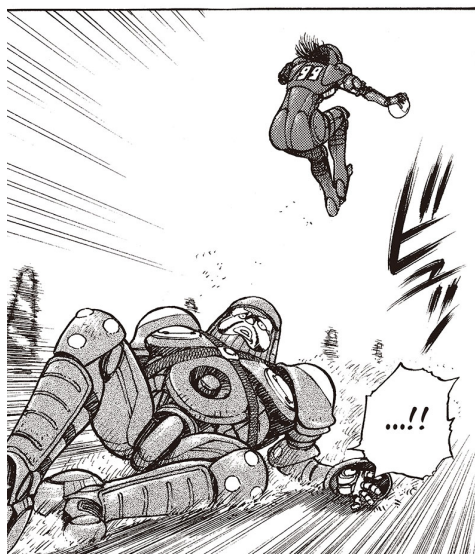
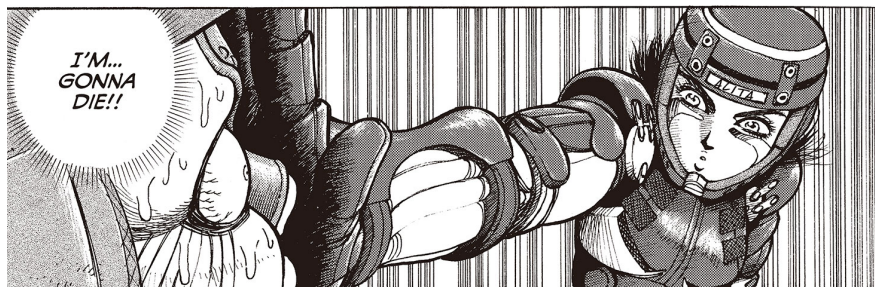
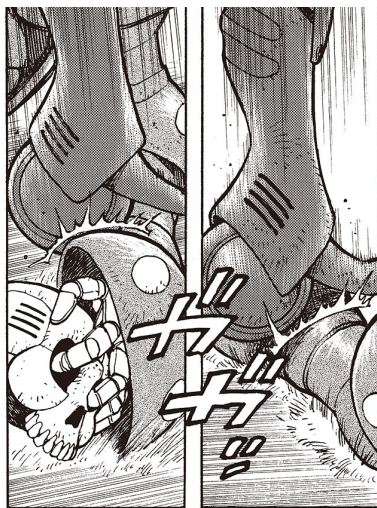
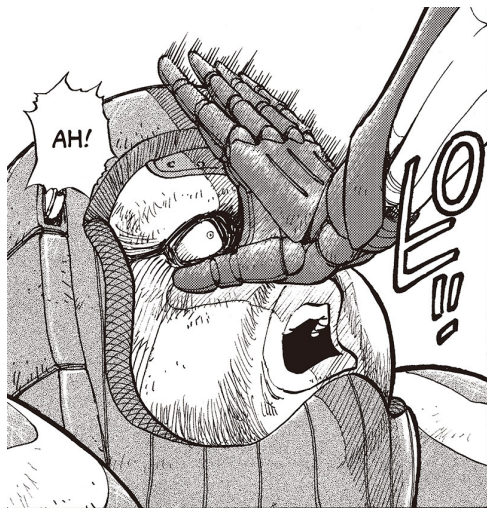


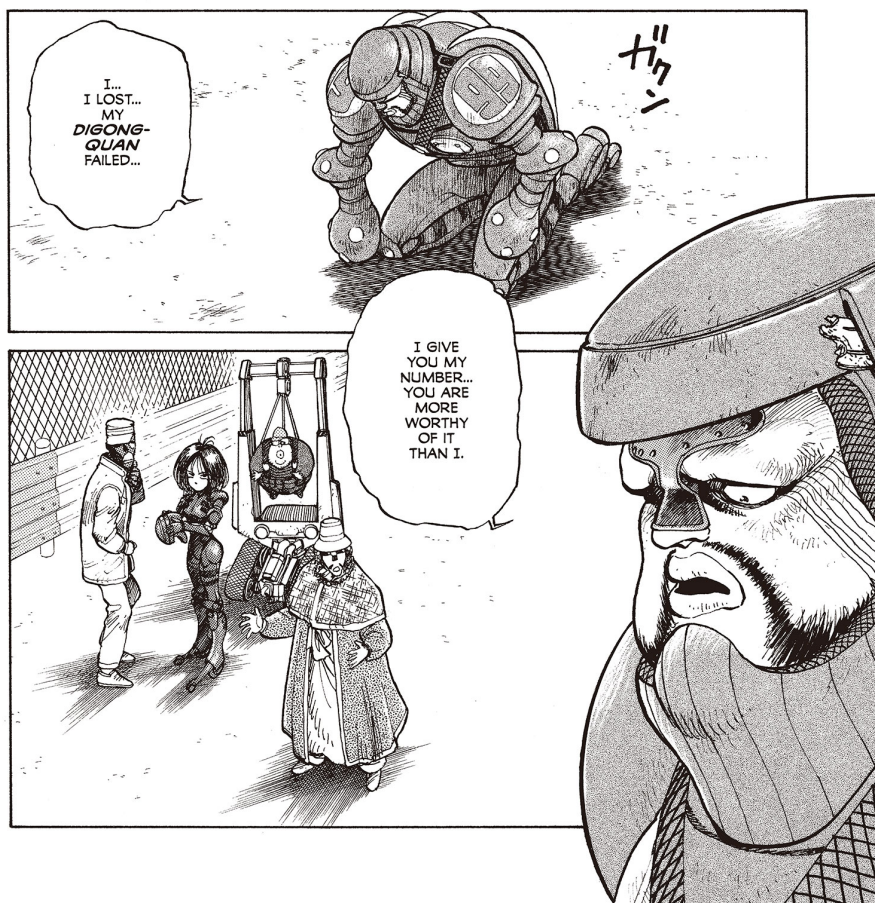
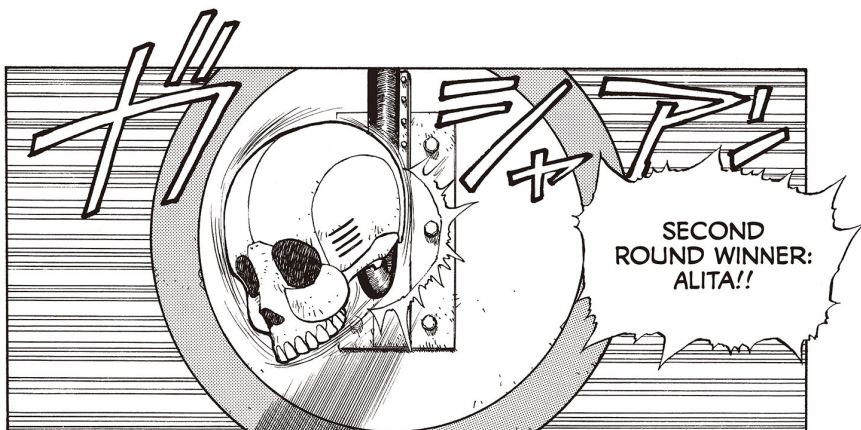


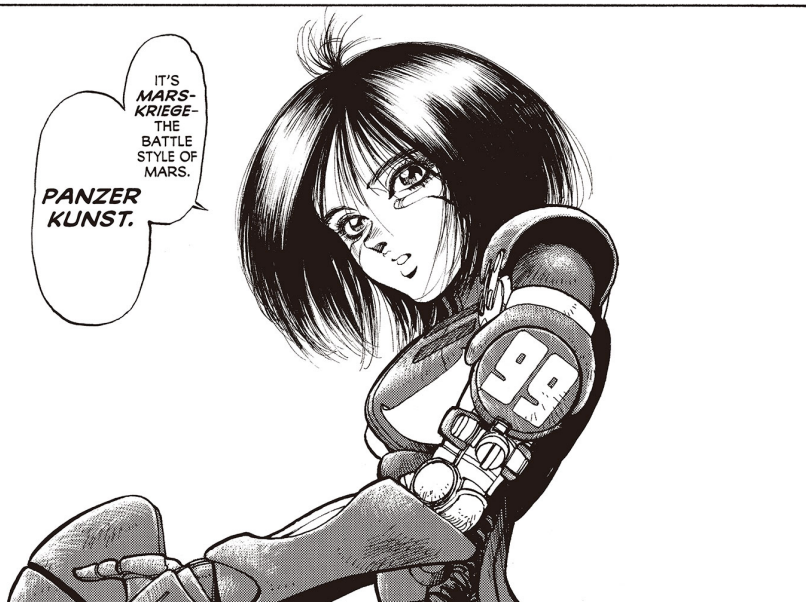
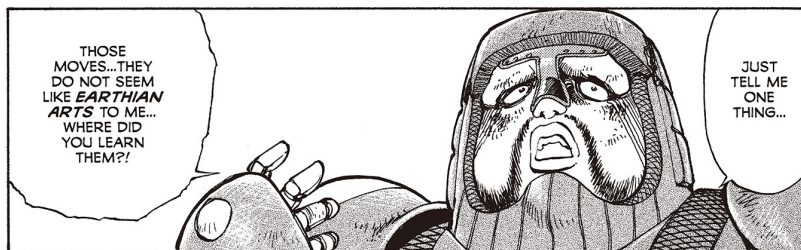
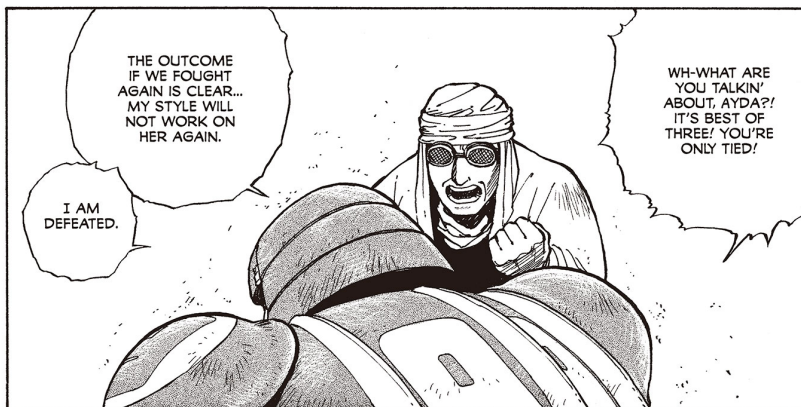


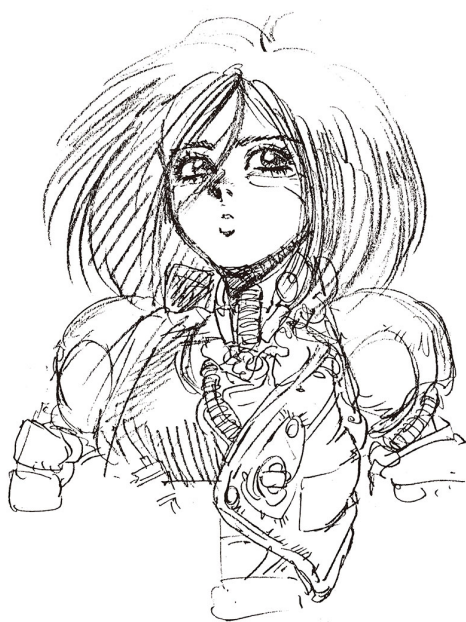




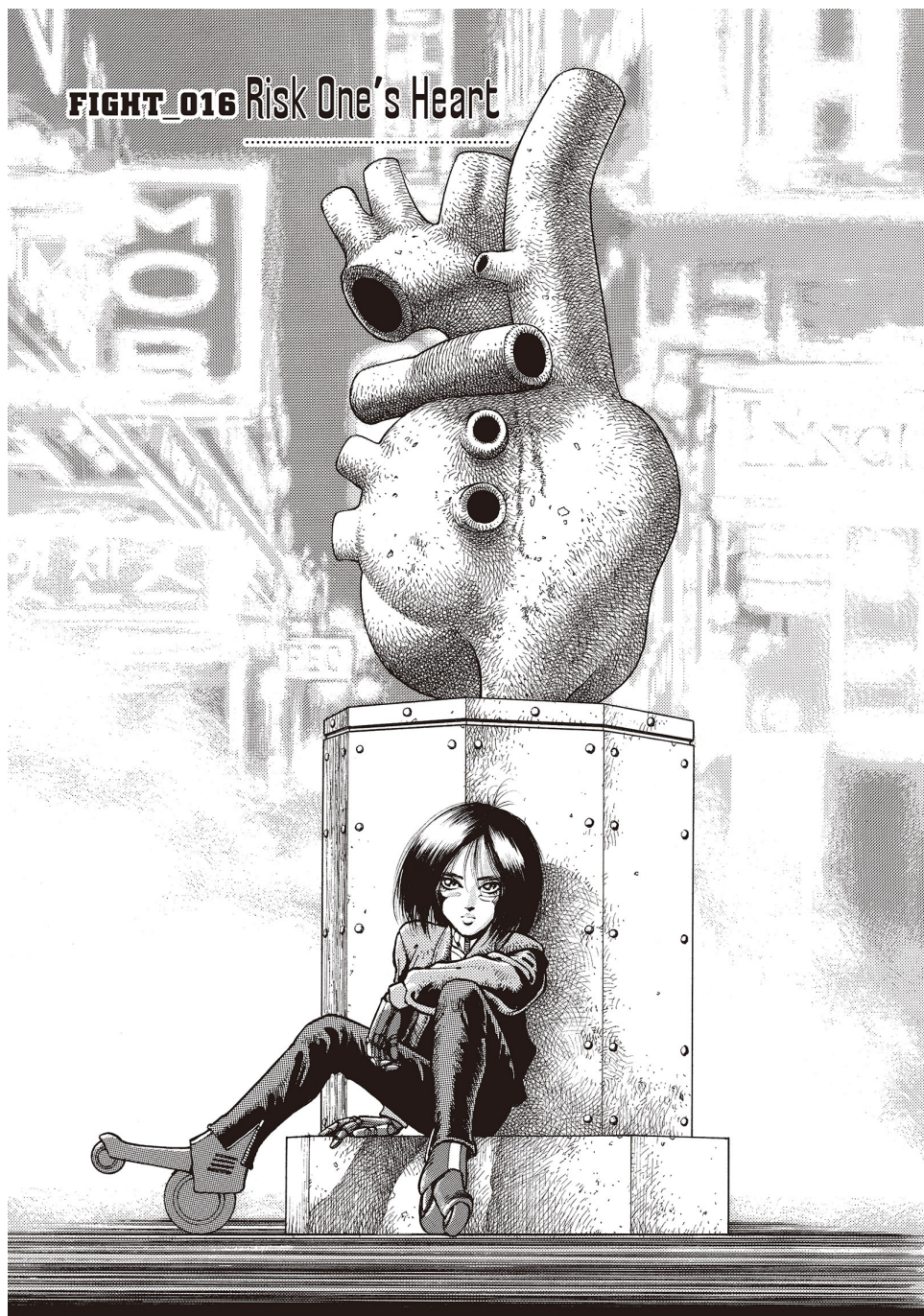


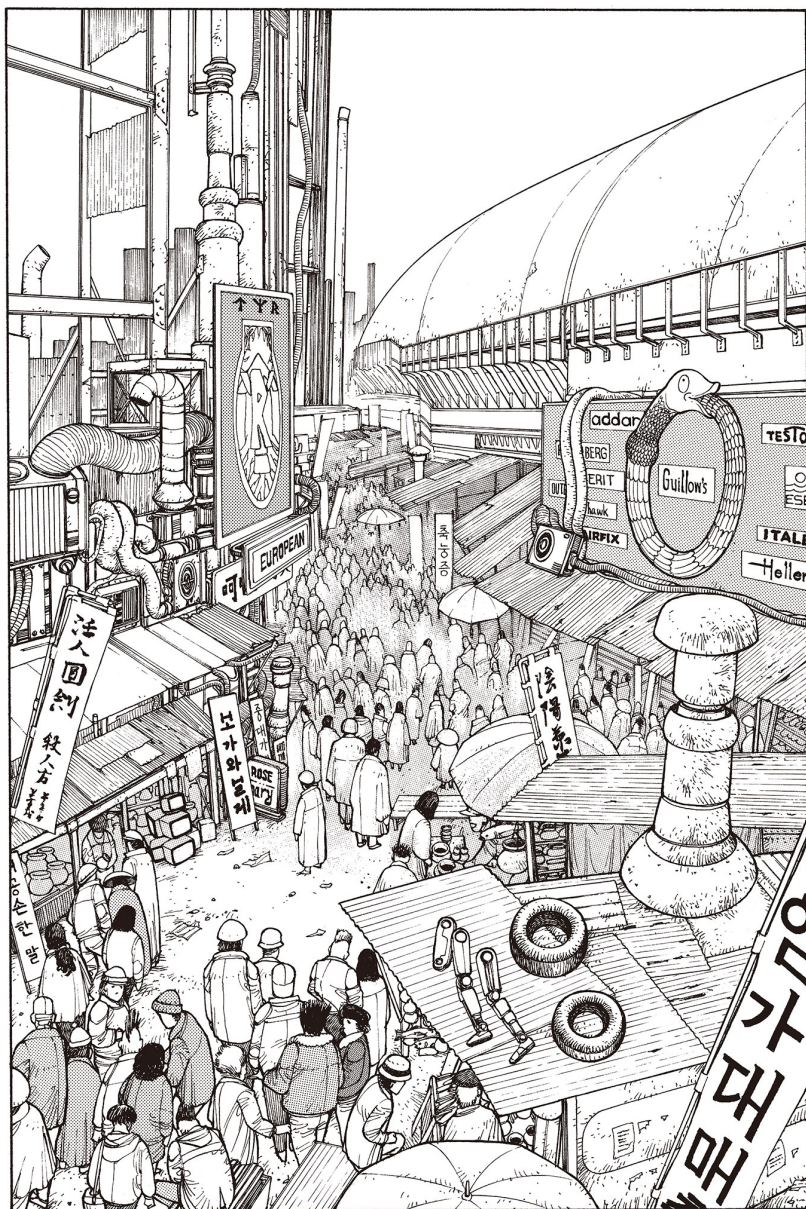


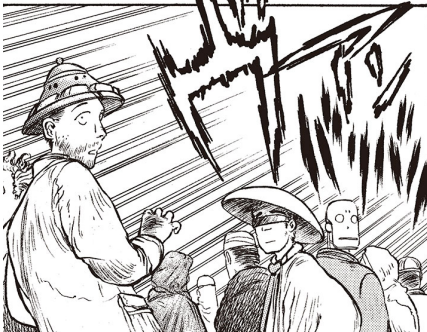
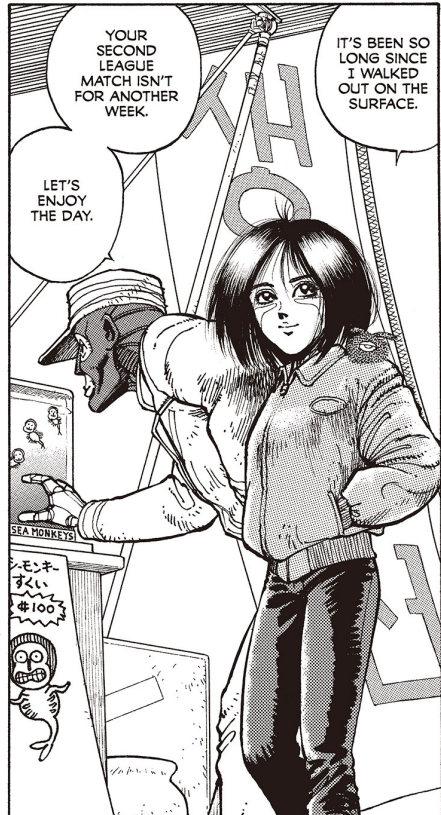
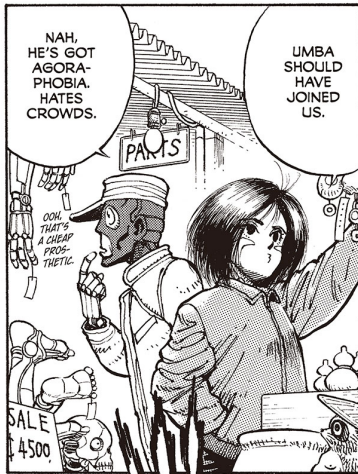
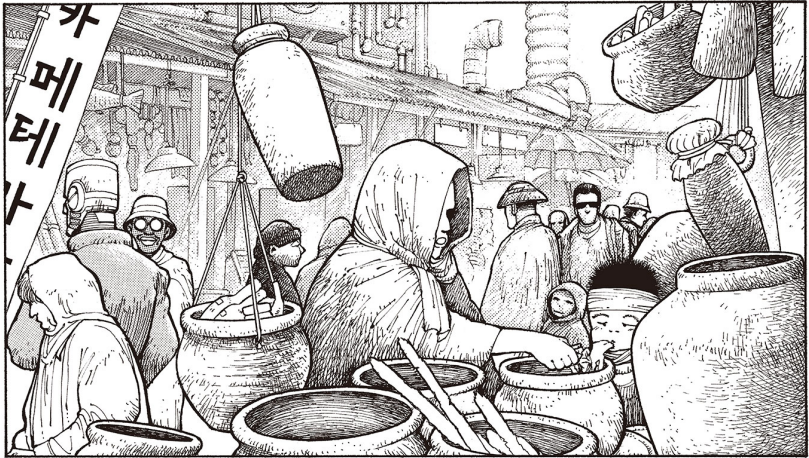


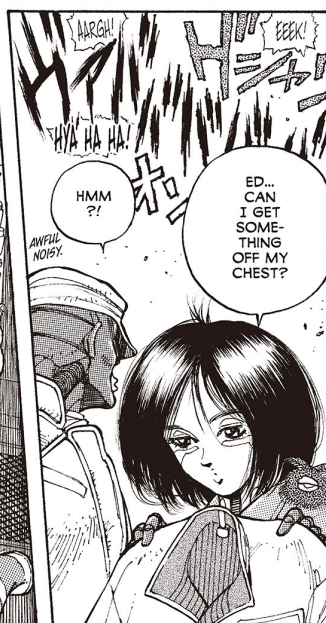
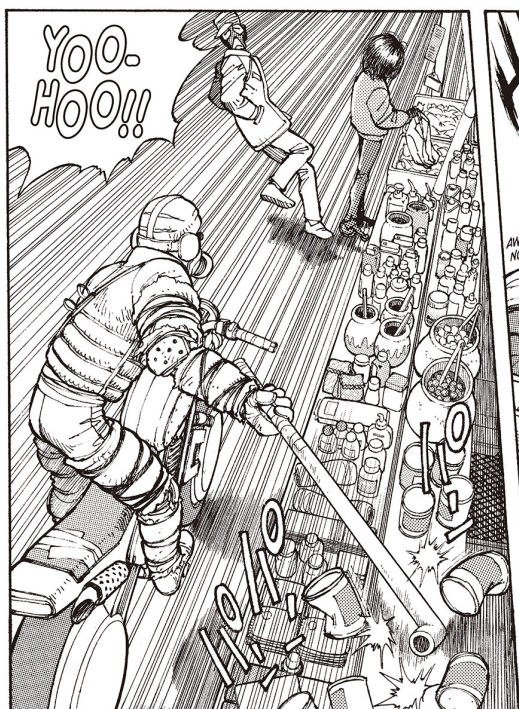
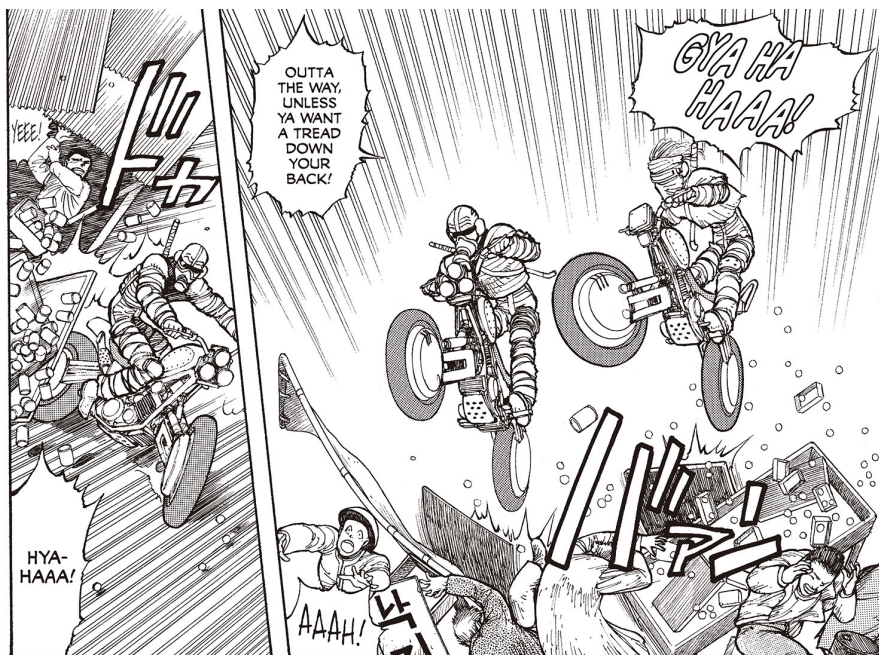


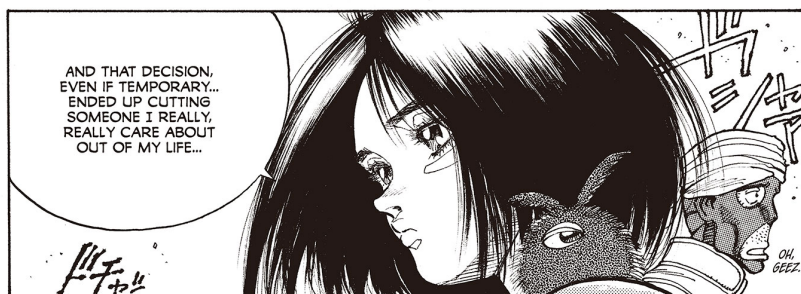
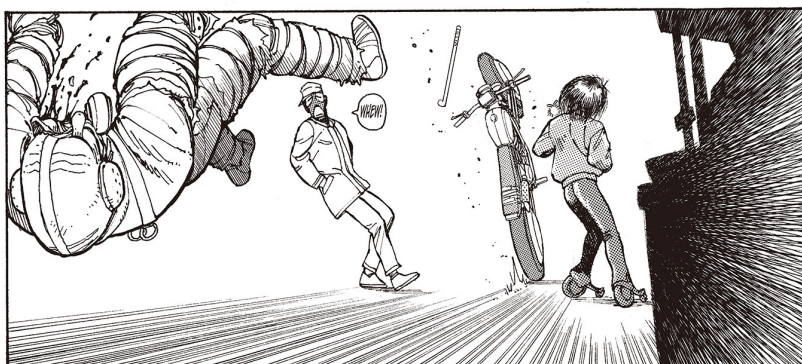
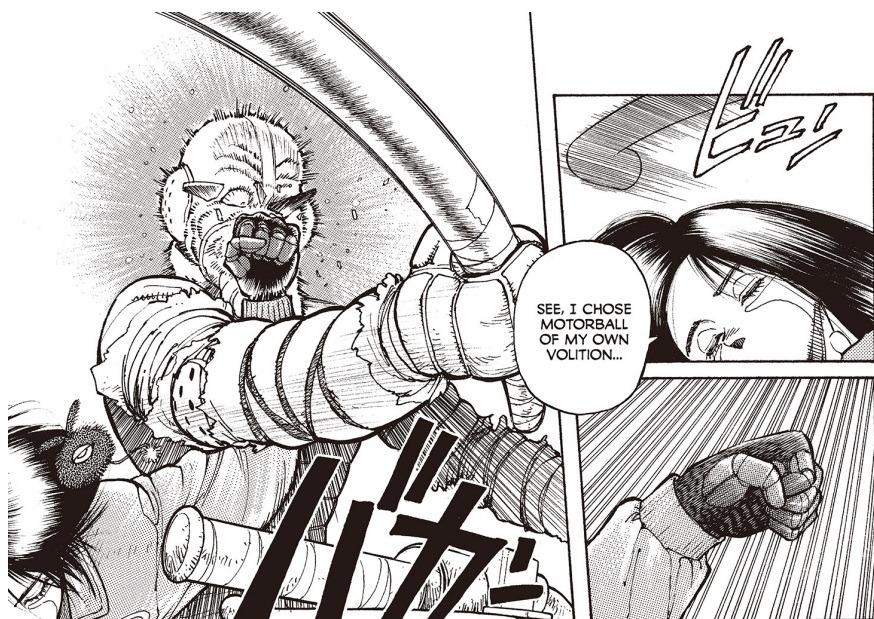
FIGHT_016 Risk One's Heart

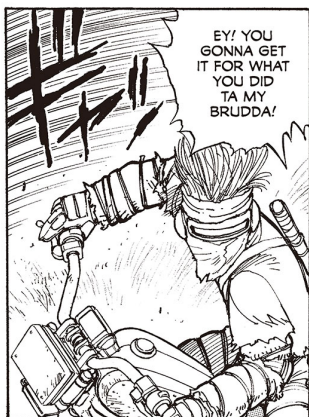




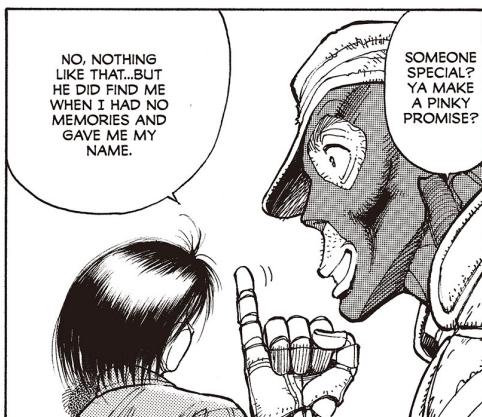






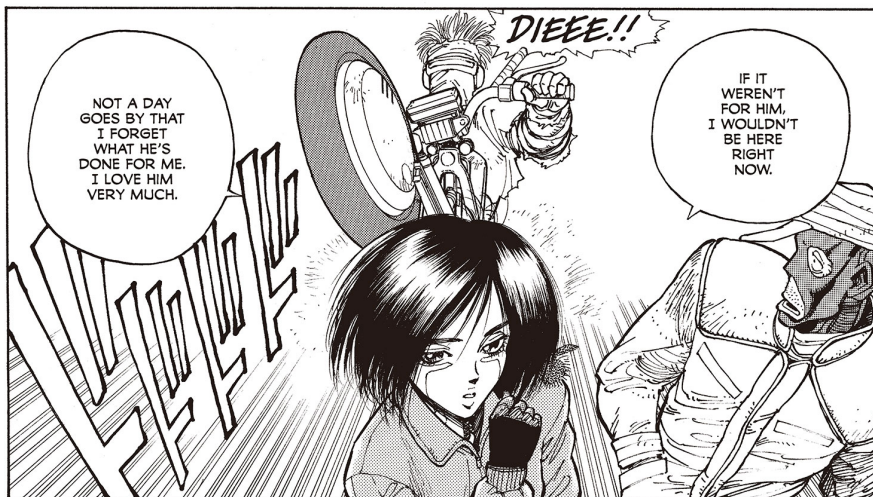


EY! YOU
GONNA GET
IT FOR WHAT
YOU DID
TA MY
BRUDDA!



NO, NOTHING
LIKE THAT...BUT
HE DID FIND ME
WHEN I HAD NO
MEMORIES AND
GAVE ME MY
NAME.

SOMEONE
SPECIAL? YA MAKE
A PINKY
PROMISE?

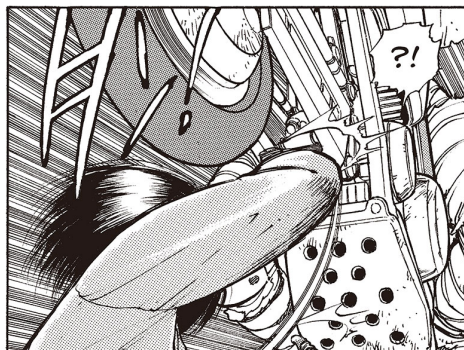


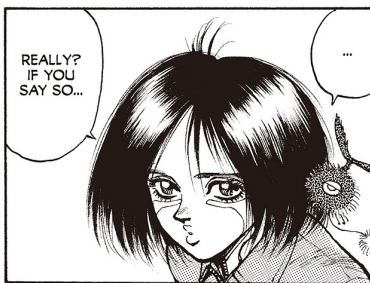
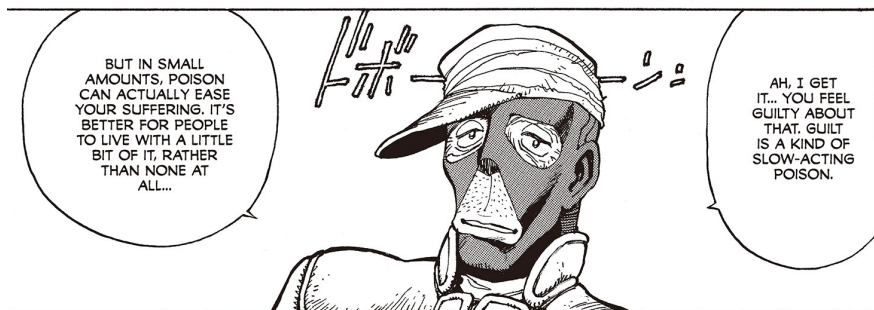
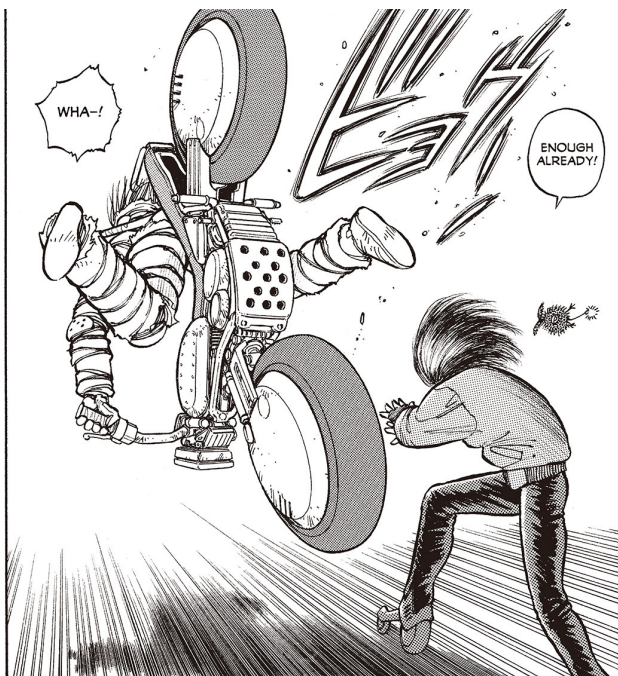
NOT A DAY
GOES BY THAT
I FORGET
WHAT HE'S
DONE FOR ME.
I LOVE HIM
VERY MUCH.

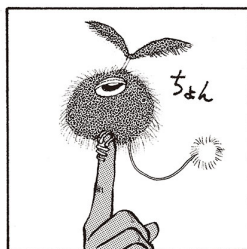
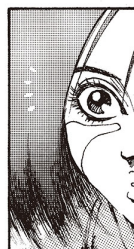
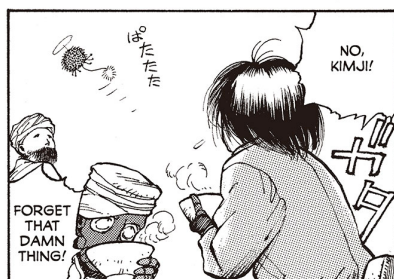
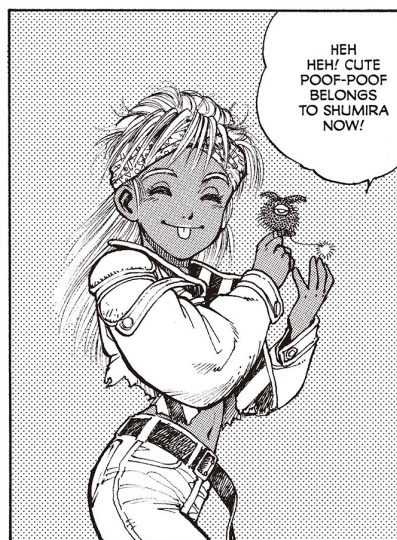
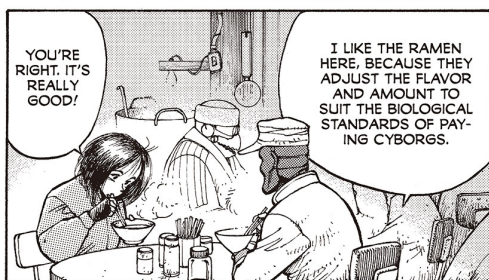
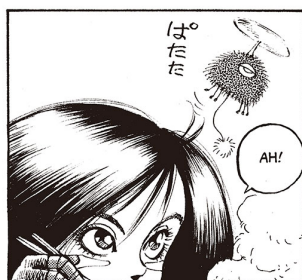
IF IT
WEREN'T
FOR HIM,
I WOULDN'T
BE HERE
RIGHT
NOW.

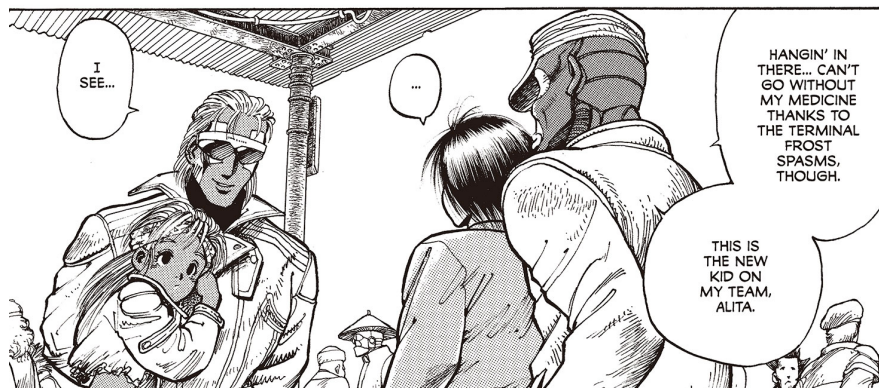
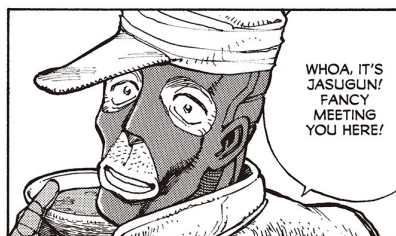
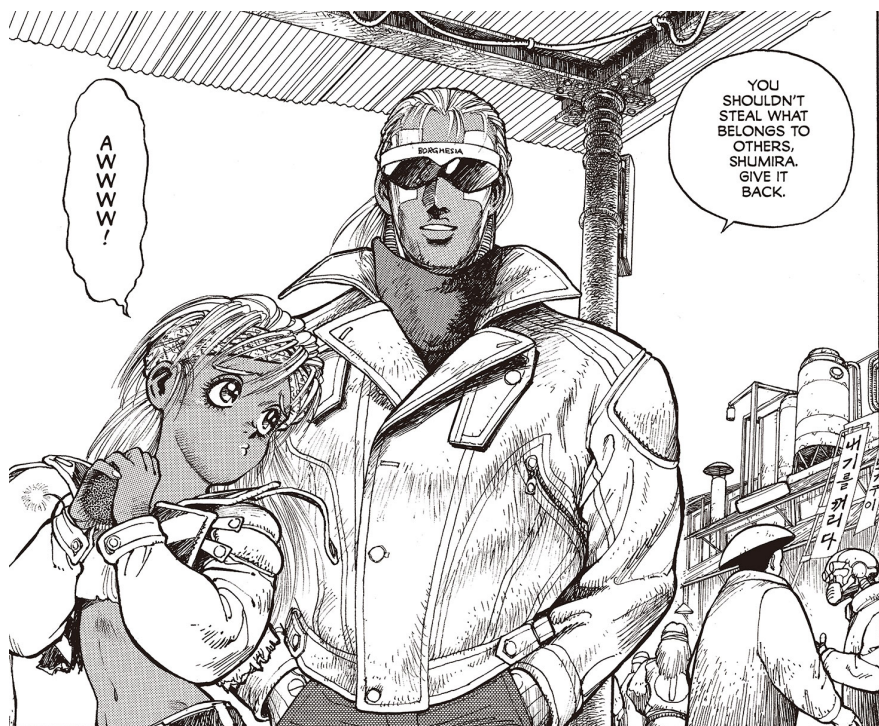


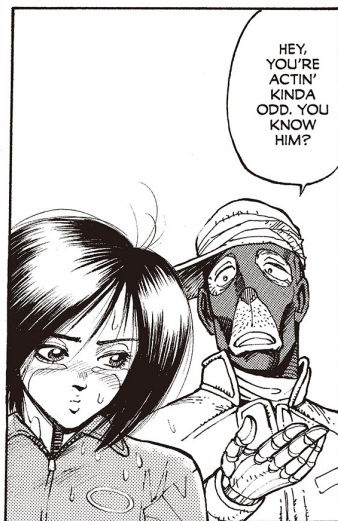
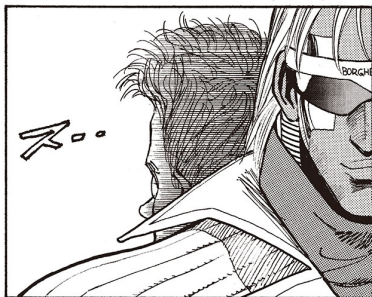
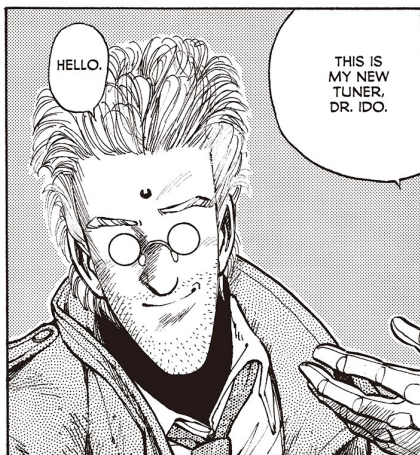
BUT...I JUST
COULDN'T FIND
THE RIGHT WAY
TO EXPRESS
THAT TO HIM.

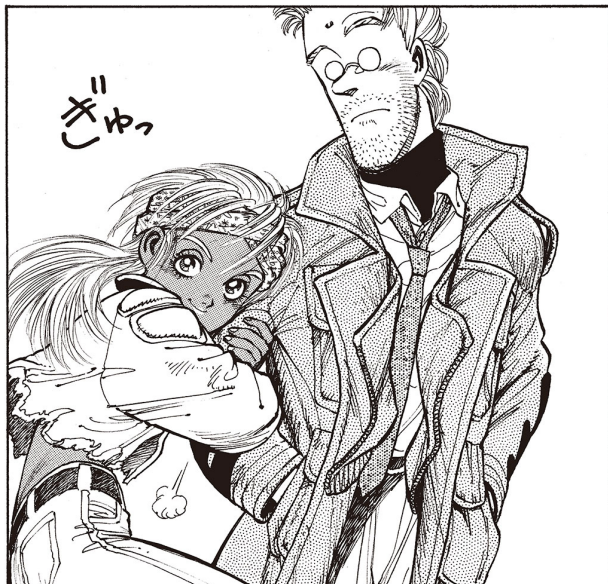
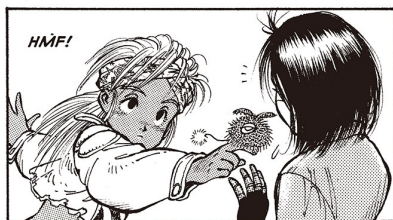
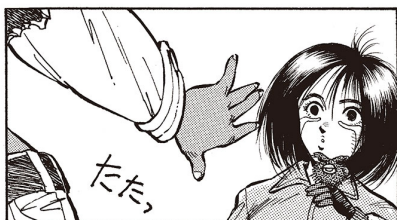
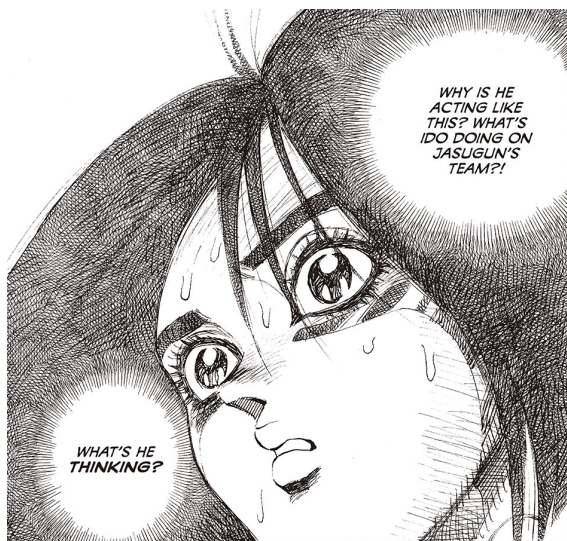






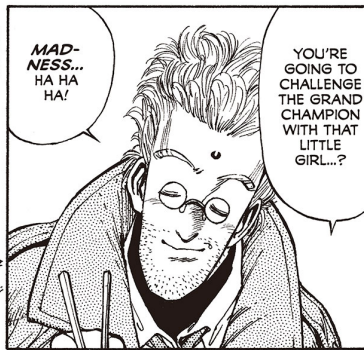
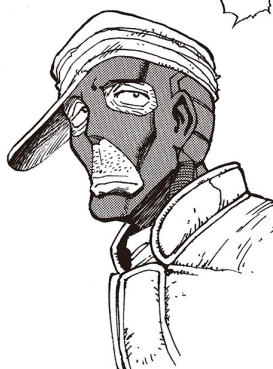
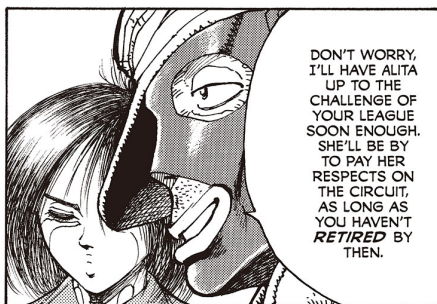
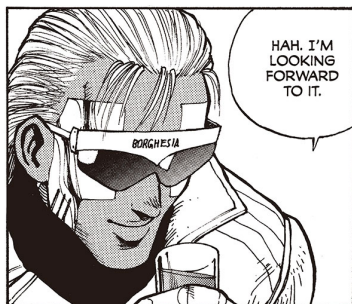
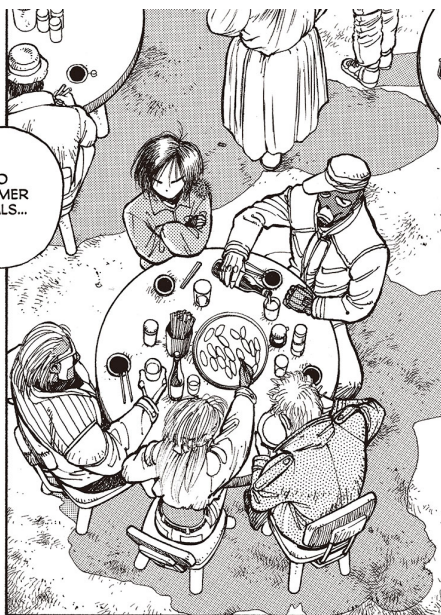


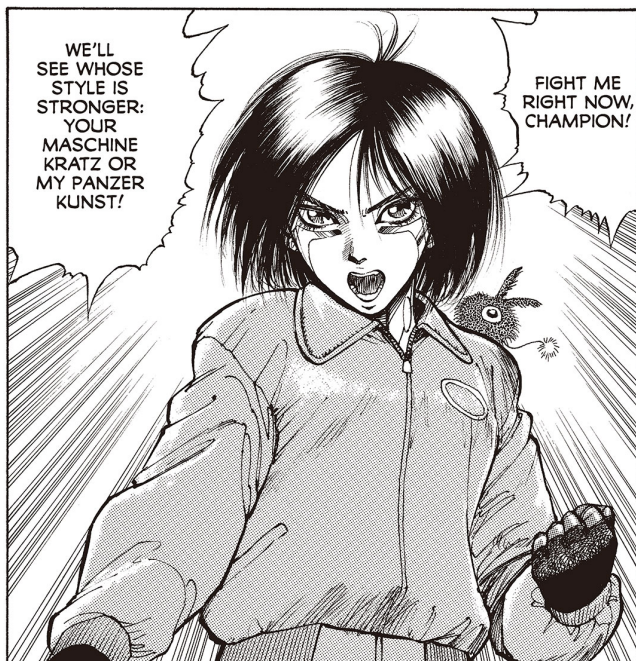
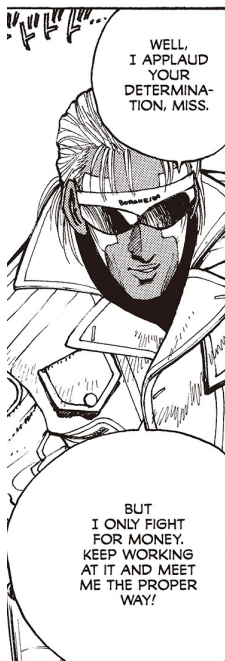
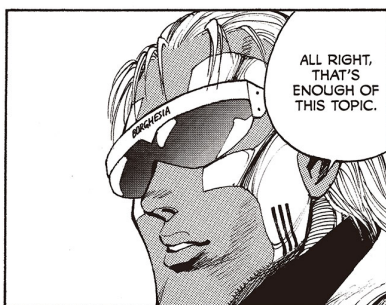
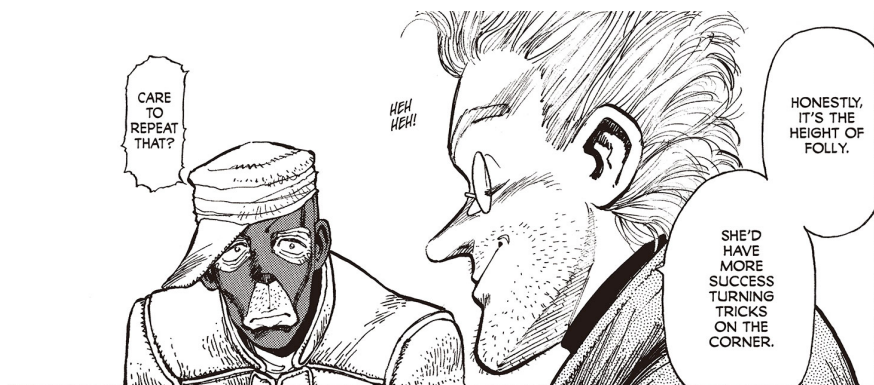


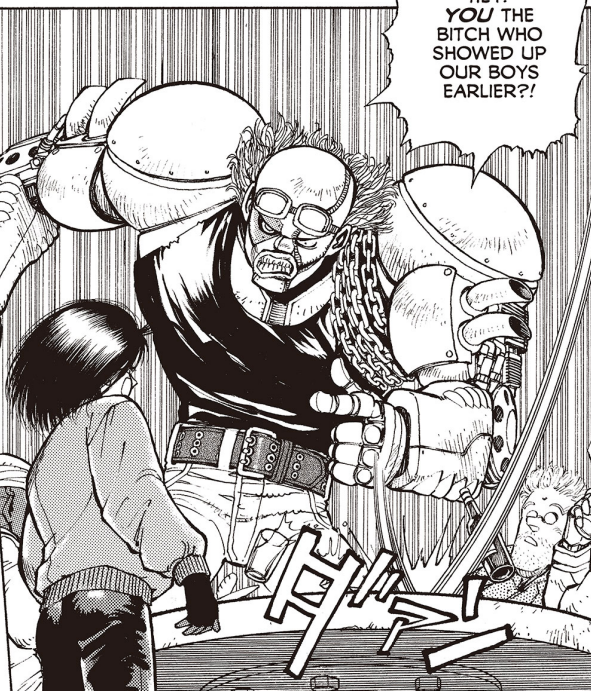
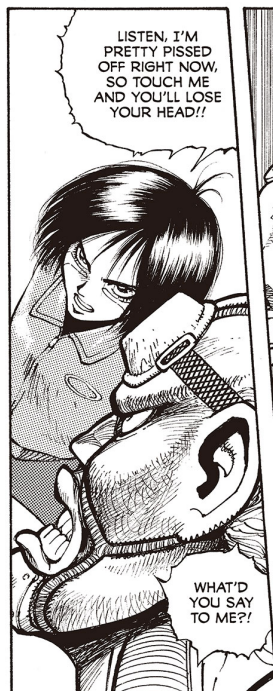
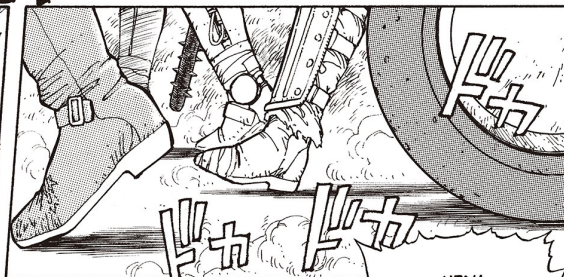
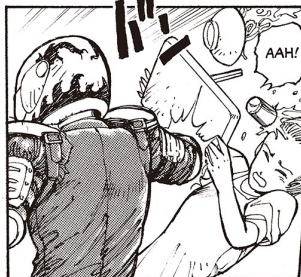
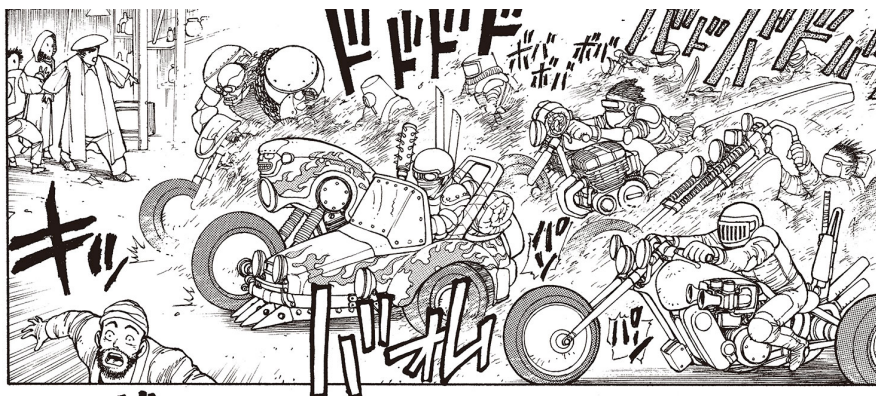


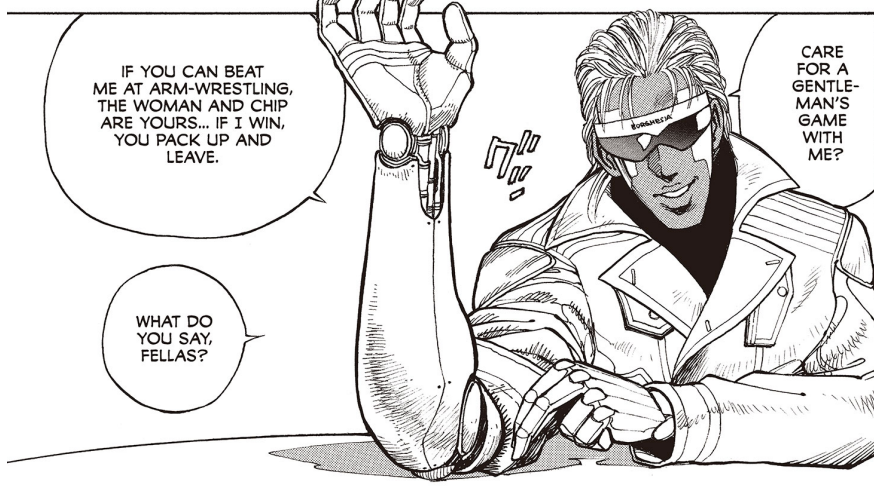
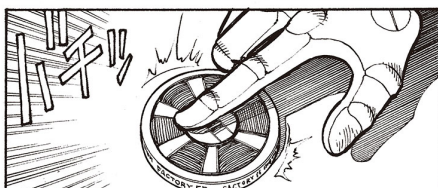
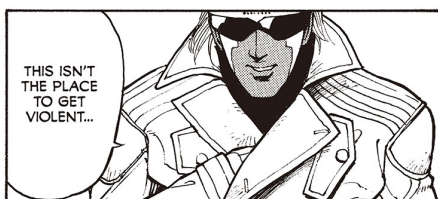
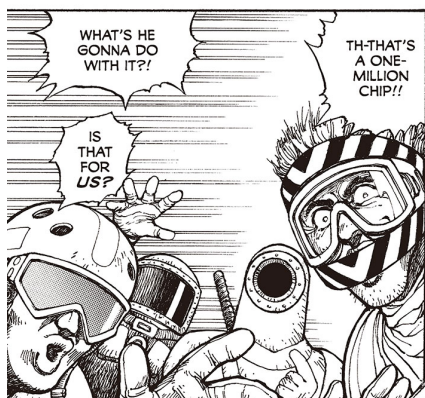
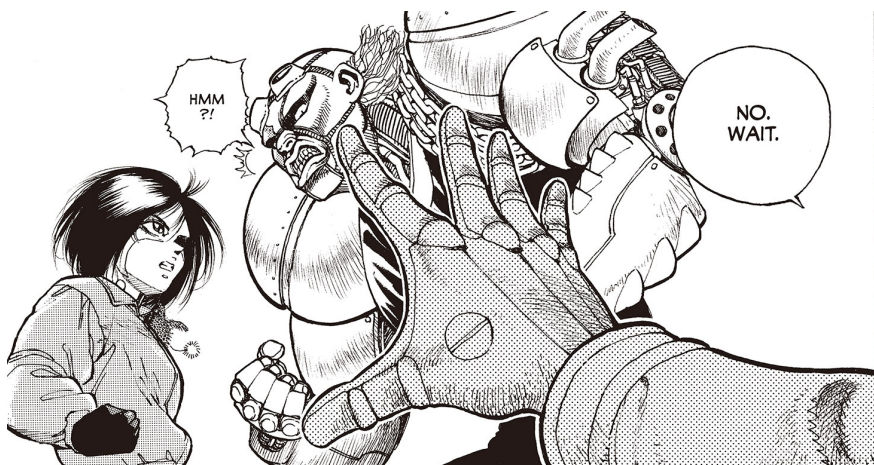


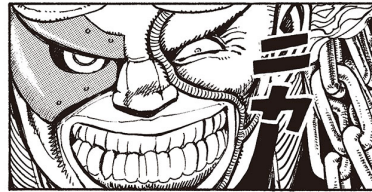
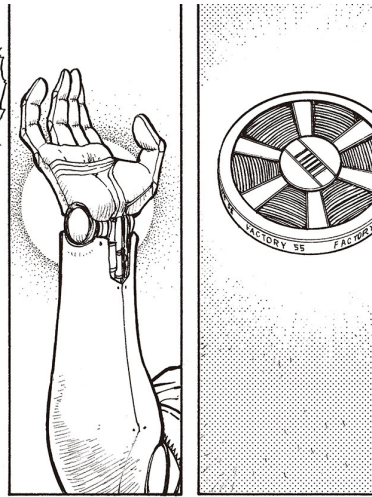
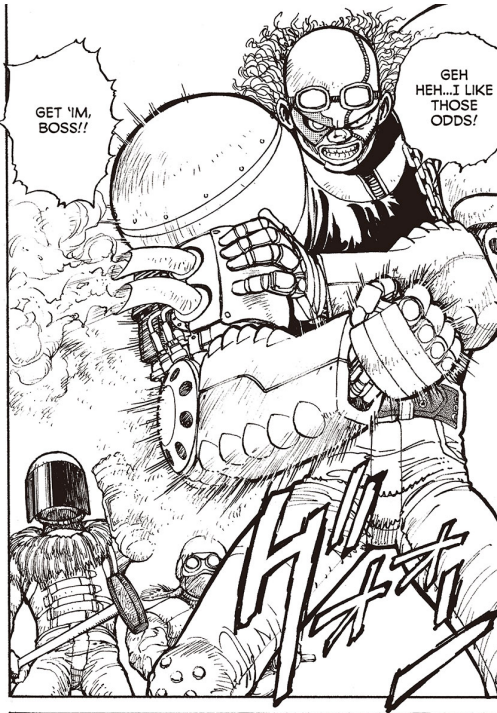
TO
FORMER
RIVALS...





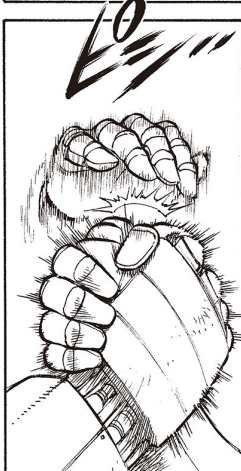




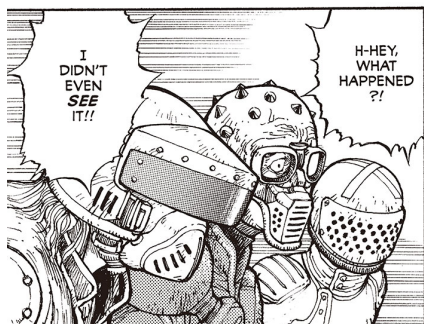
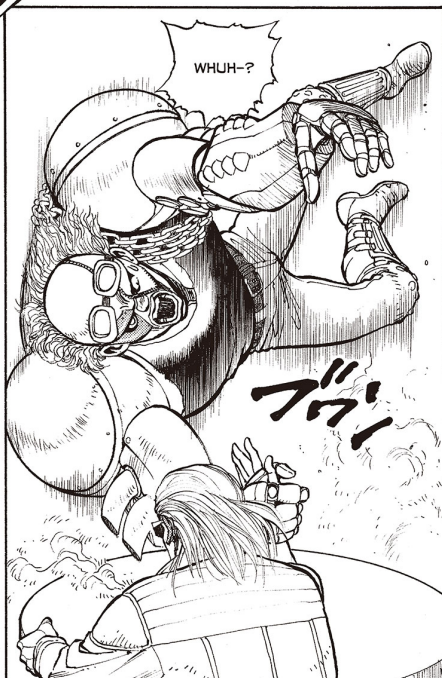
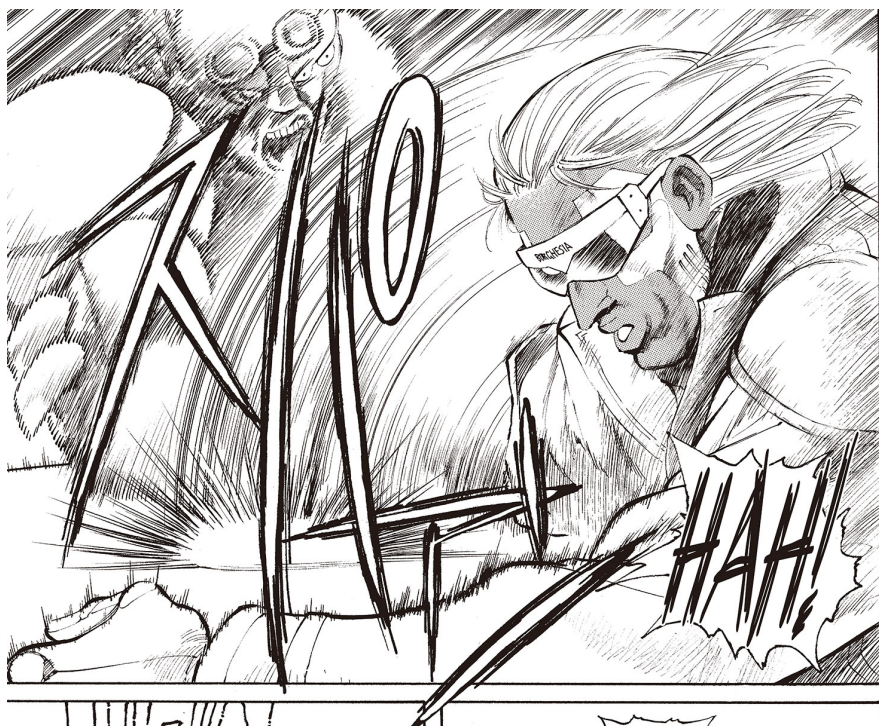


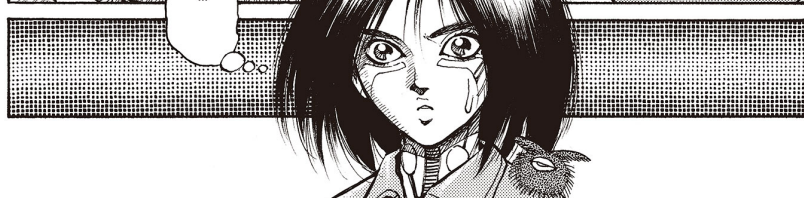
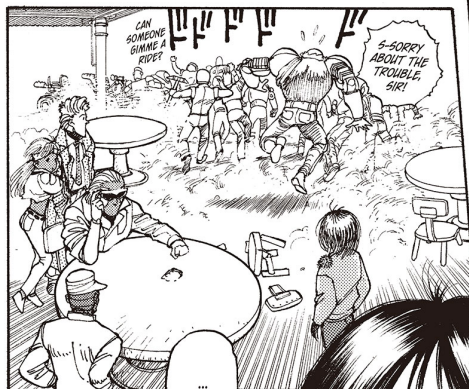
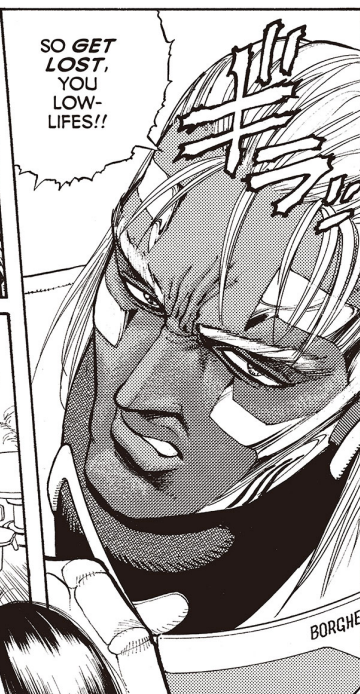
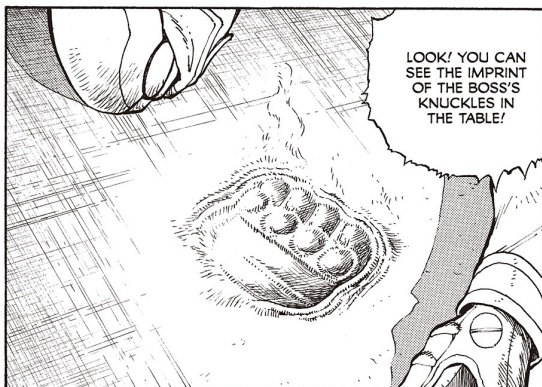
THOSE
HOOLIGANS ARE
WAY MORE POWERFUL
AND HARDY! DOES HE
REALLY HAVE A PLAN
TO WIN?!

UH-OH...
JASUGUN'S NOT
IN HIS MOTORBALL
BODY... HE'S USING
HIS STANDARD-ISSUE
CIVILIAN MODEL!



EVERYONE
READY?





NOTHING
ABOUT
FIGHTING
TECHNIQUES
IS HARD.

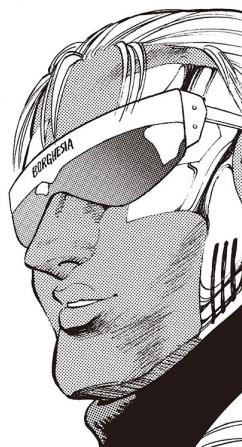
ALL YOU DO IS
STRIKE WHEN
YOU NEED TO,
AND EVADE WHEN
YOU NEED TO.
WHAT'S IMPORT-
ANT IS THE SPEED
AND POWER OF
YOUR *MIND*...



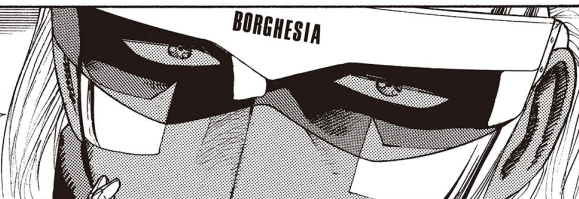
NO NEED FOR
PANZER KUNST
OR MASCHINE
KRATZ, AND
NO NEED FOR
SPECIAL BODILY
IMPLANTS.

IT IS *KI*
THAT
DECIDES
BATTLE!

DID
YOU
SEE
THAT?



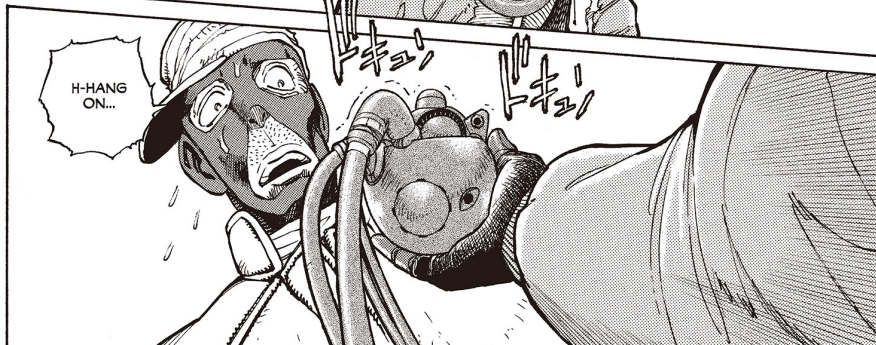
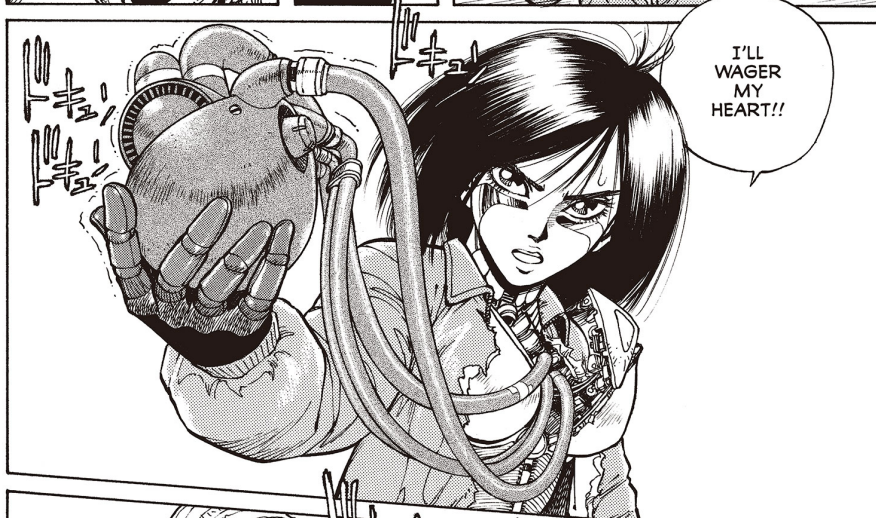
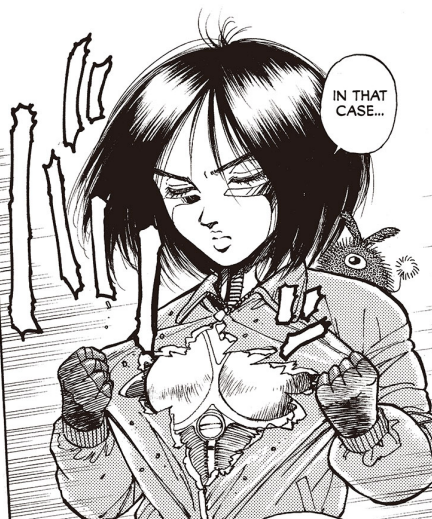
AND THE
CONCENTRA-
TION POWER TO
EXECUTE THAT
MOVEMENT...IS
YOUR *KI*!!

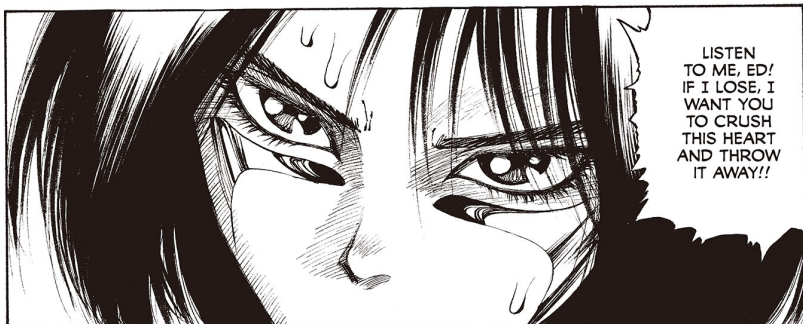


IF I LOSE AT
ARM-WRESTLING,
I'LL ACCEPT YOUR
CHALLENGE FOR A
MATCH...AND IF I
WIN, YOU HAVE TO
GIVE UP.

I CAN
HELP YOU
UNDERSTAND
THIS, IF YOU
WANT TO PLAY
A GAME.



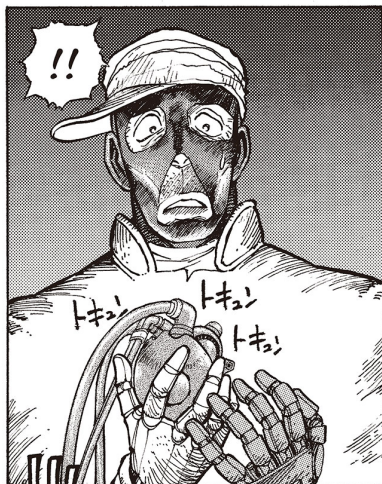




LISTEN
TO ME, ED!
IF I LOSE, I
WANT YOU
TO CRUSH
THIS HEART
AND THROW
IT AWAY!!



A-ALL
RIGHT!
YOU'VE
GOT
YOURSELF
A DEAL!!

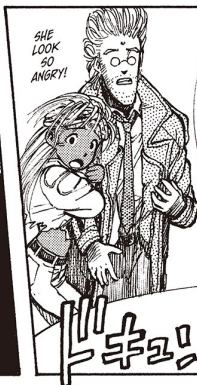


!!

トキッ トキッ トキッ



OH, NO...
I NEVER
MEANT FOR
THIS TO
HAPPEN!

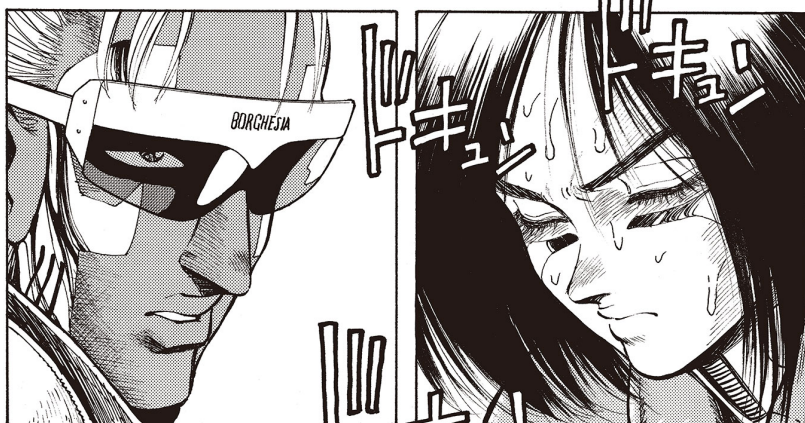


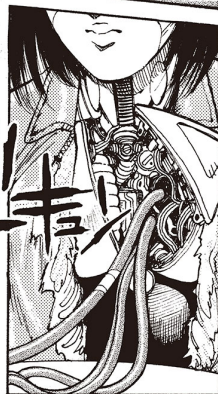
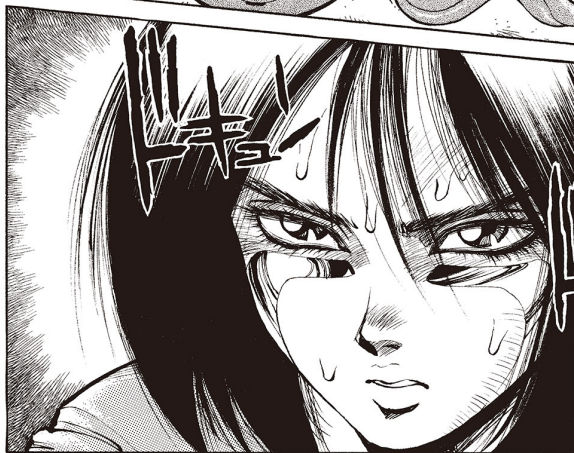
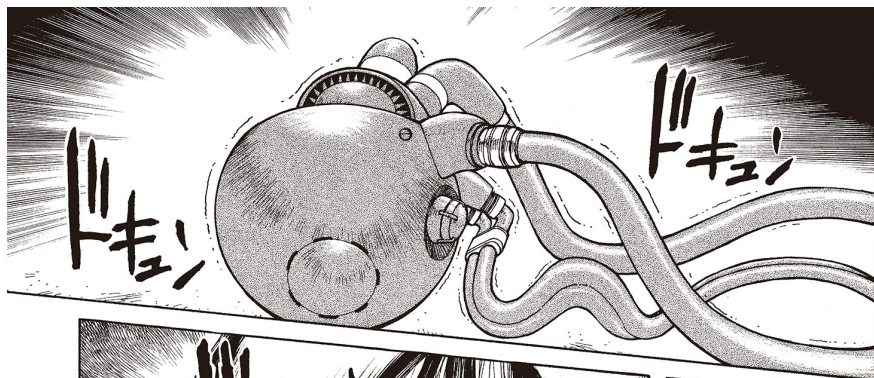
SHE
LOOK
SO
ANGRY!

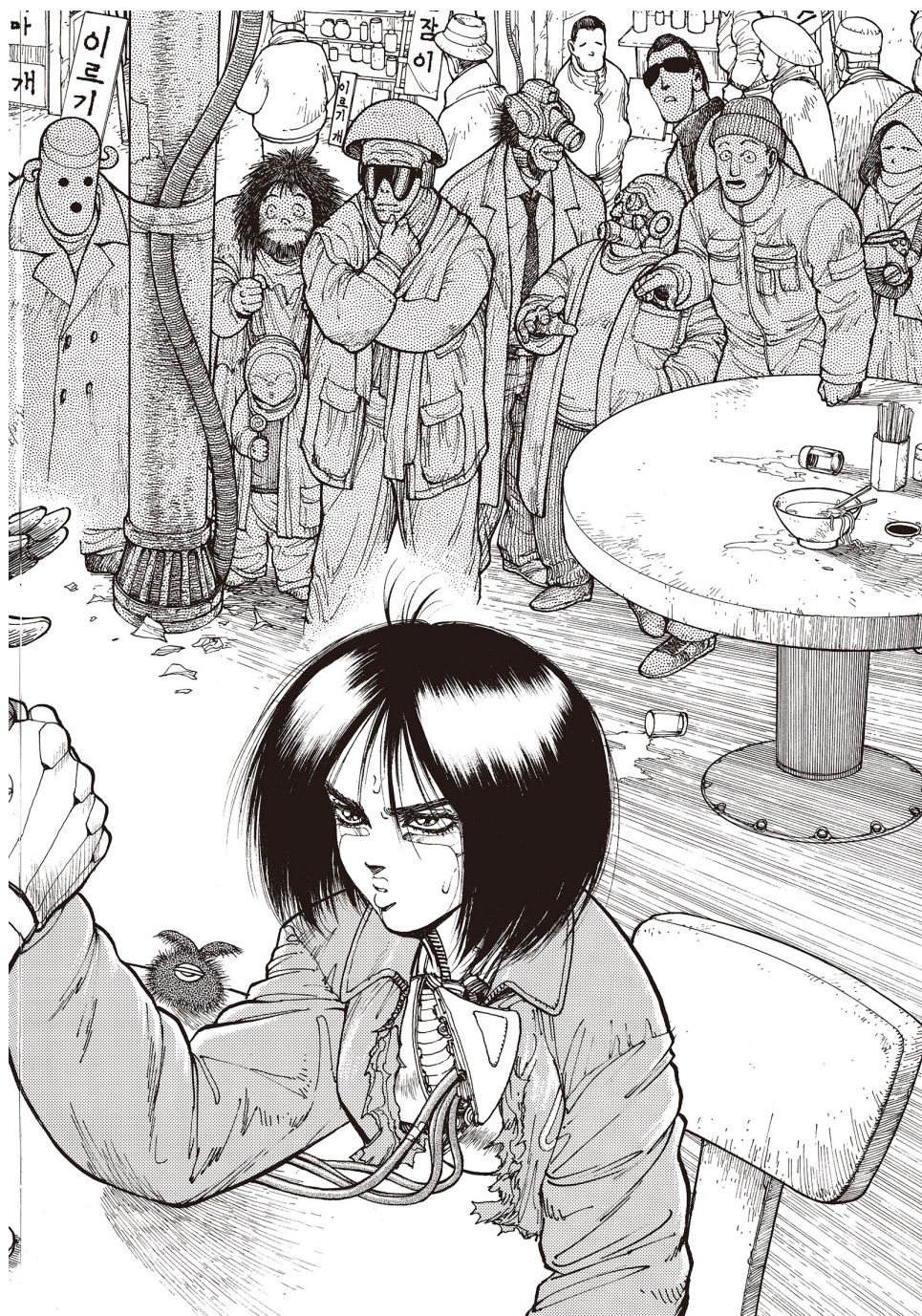
トキッ



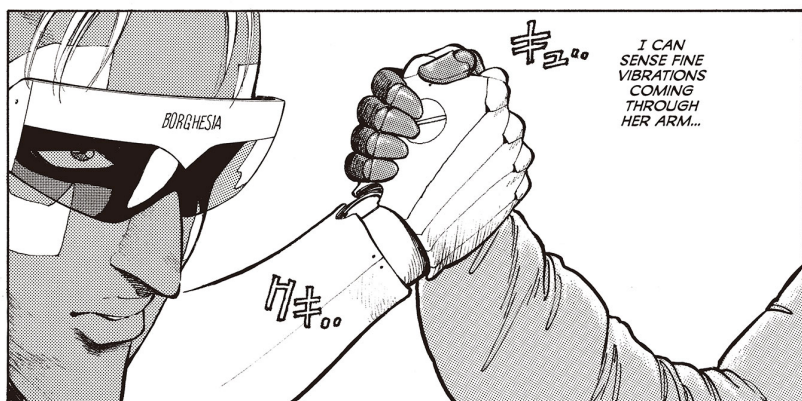
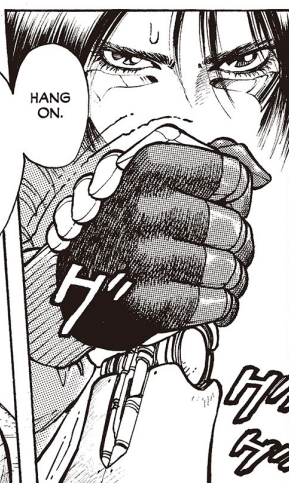
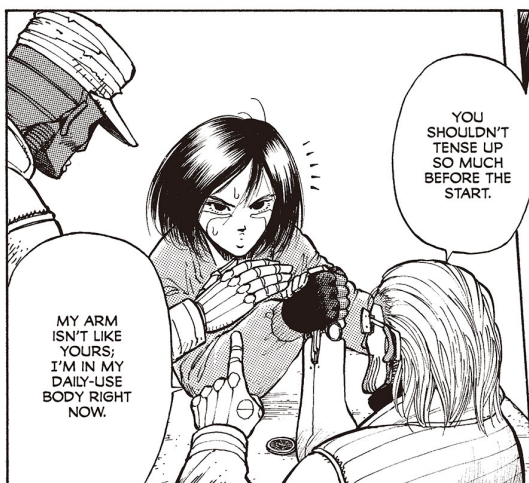
I CAN'T
AFFORD TO
LOSE! I'D
RATHER DIE
THAN LET
IDO BEAT
ME!!

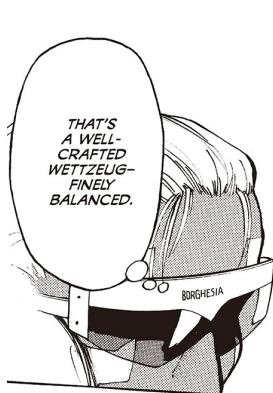




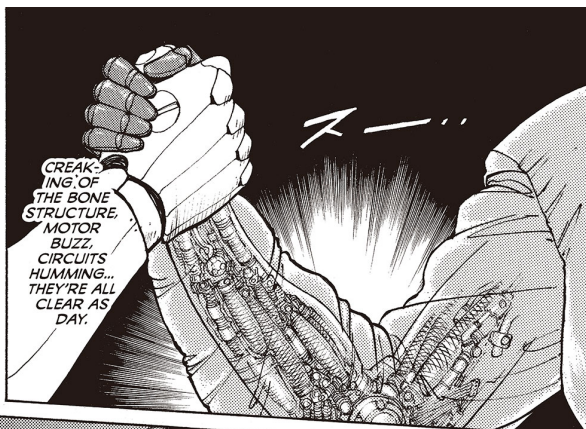




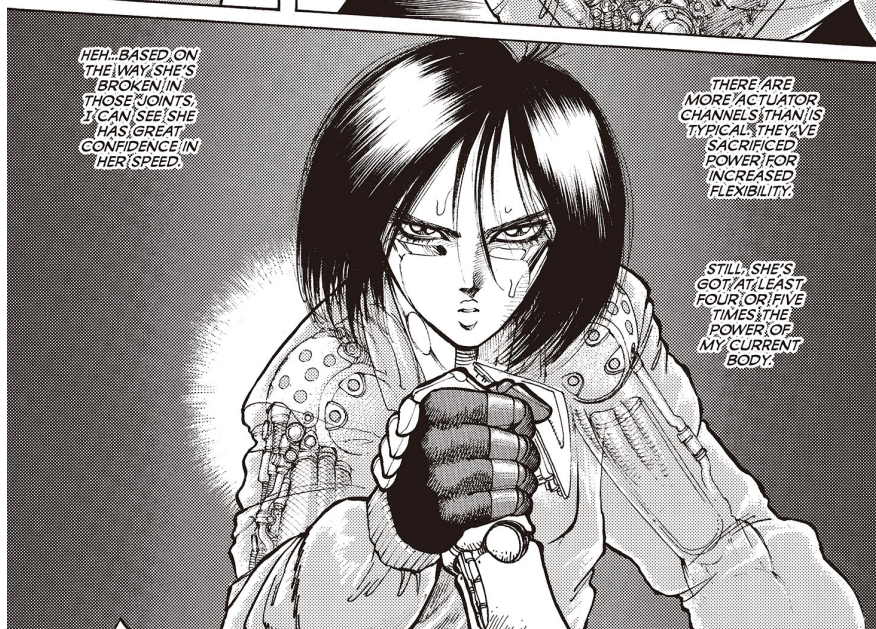




THAT'S
A WELL-
CRAFTED
WETTZEUG-
FINELY
BALANCED.



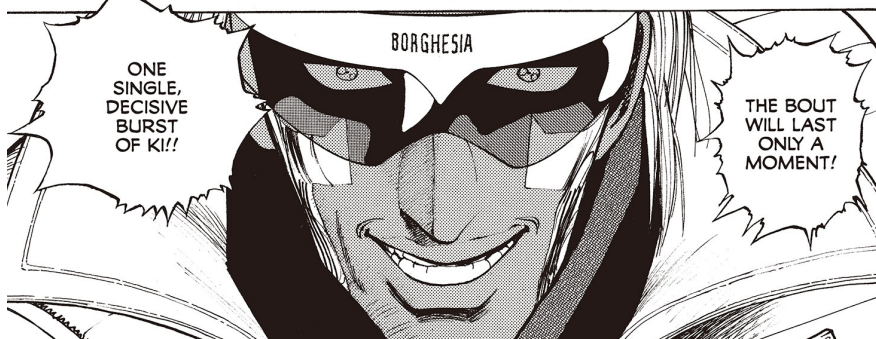
CREAK-
ING, OF
THE BONE
STRUCTURE,
MOTOR
BUZZ,
CIRCUITS
HUMMING...
THEY'RE ALL
CLEAR AS
DAY.



HEH...BASED, ON
THE WAY SHE'S
BROKEN IN
THOSE JOINTS,
I CAN SEE SHE
HAS GREAT
CONFIDENCE IN
HER SPEED.

THERE ARE
MORE ACTUATOR
CHANNELS THAN IS
TYPICAL. THEY'VE
SACRIFICED
POWER FOR
INCREASED
FLEXIBILITY.

STILL, SHE'S
GOT AT LEAST
FOUR OR FIVE
TIMES THE
POWER OF
MY CURRENT
BODY.

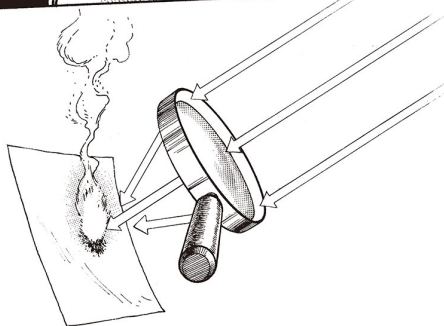


ONE
SINGLE,
DECISIVE
BURST
OF KI!!

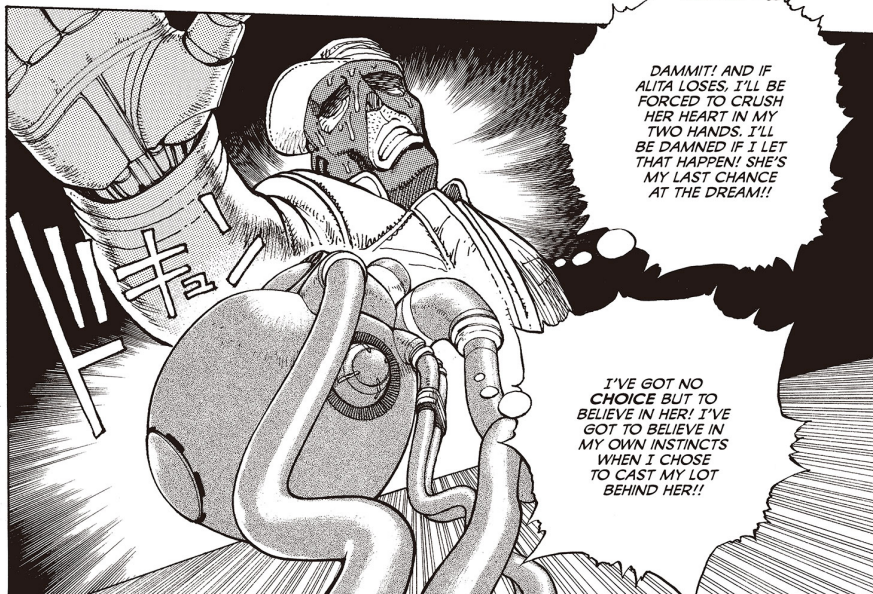
THE BOLT
WILL LAST
ONLY A
MOMENT!

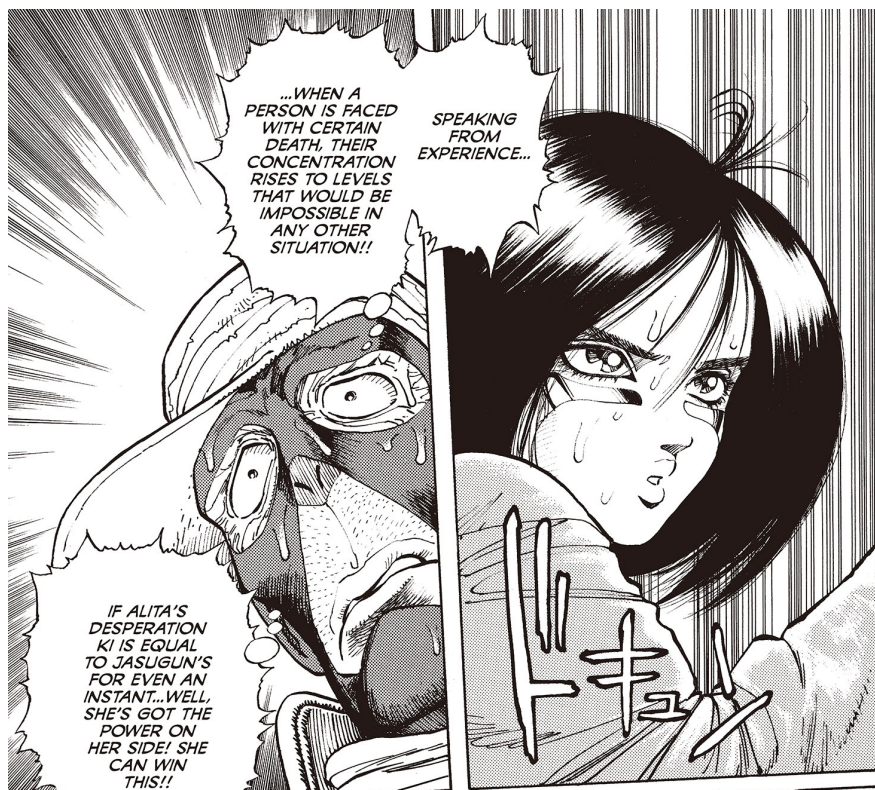


...BUT FOCUSING IT INTO A SINGLE POINT THROUGH A CONVEX LENS WILL BE ENOUGH TO START A FIRE. IT'S THE SAME PRINCIPLE!



WHEN HONED AND CONCENTRATED, KI CONTAINS UNIMAGINABLE POWER. THE HEAT OF THE SUN CANNOT BURN PAPER ON ITS OWN...

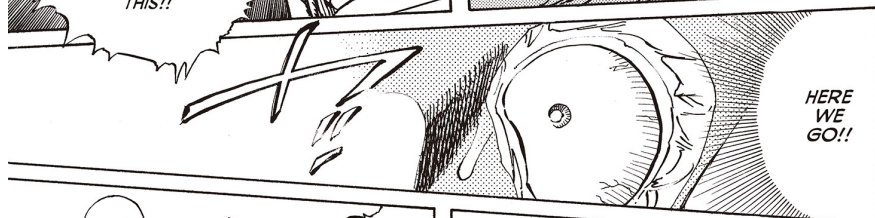




...WHEN A
PERSON IS FACED
WITH CERTAIN
DEATH, THEIR
CONCENTRATION
RISES TO LEVELS
THAT WOULD BE
IMPOSSIBLE IN
ANY OTHER
SITUATION!!

SPEAKING
FROM
EXPERIENCE...

IF ALITA'S
DESPERATION
KI IS EQUAL
TO JASUGUN'S
FOR EVEN AN
INSTANT...WELL,
SHE'S GOT THE
POWER ON
HER SIDE! SHE
CAN WIN
THIS!!



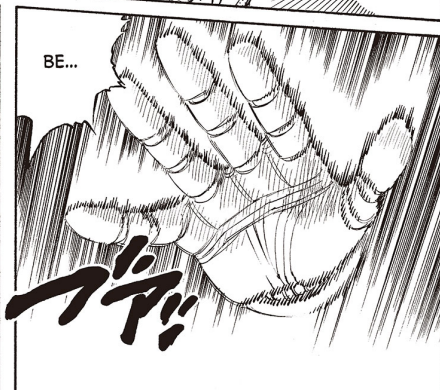
HERE
WE
GO!!



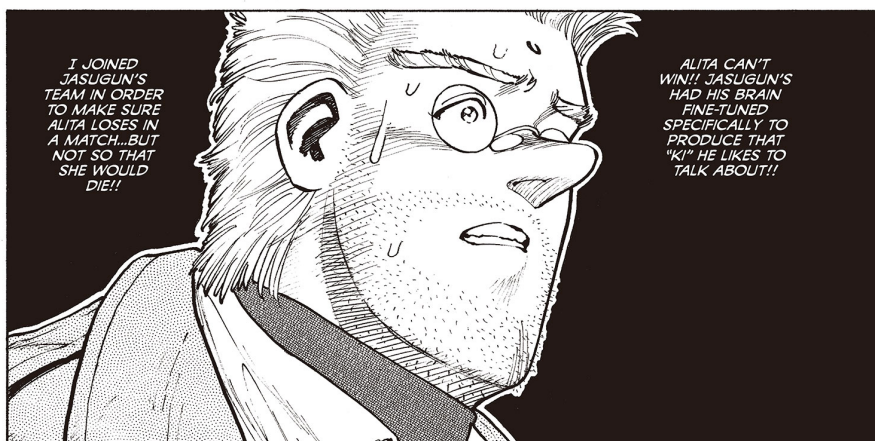
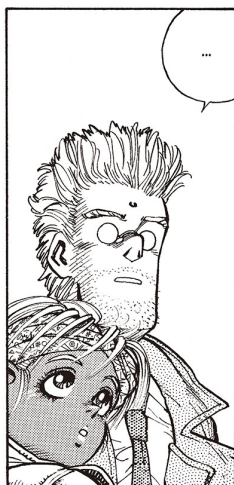
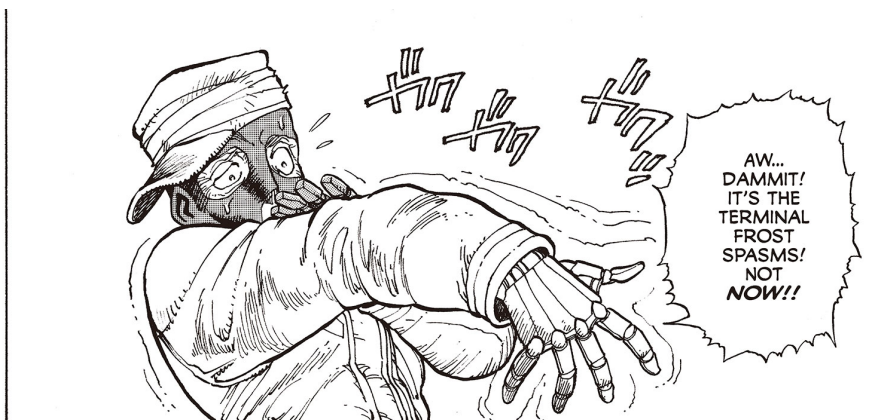
?!

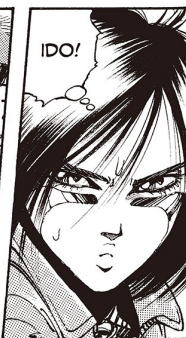
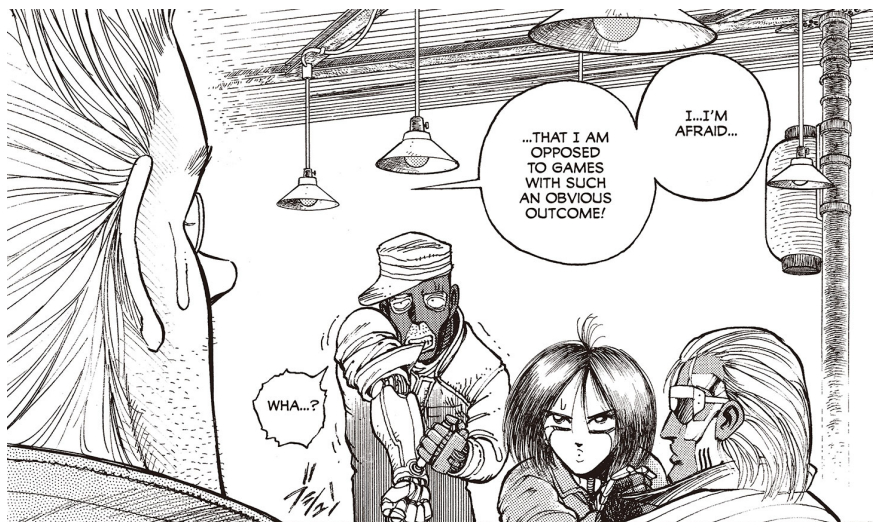
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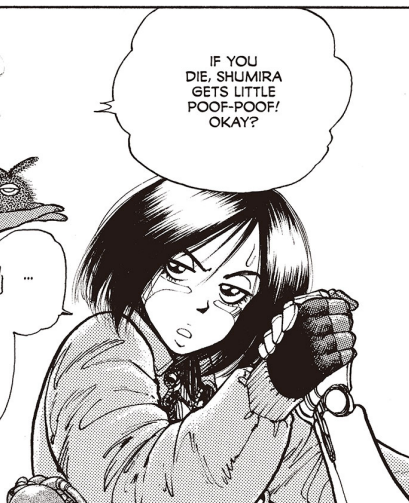
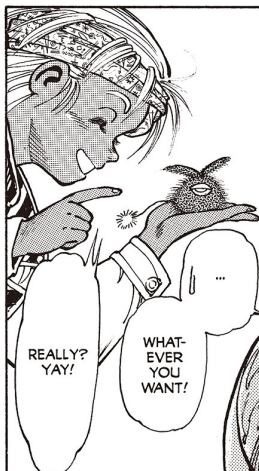
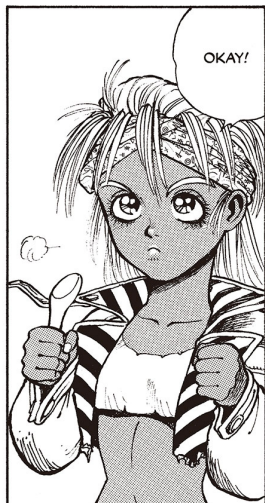
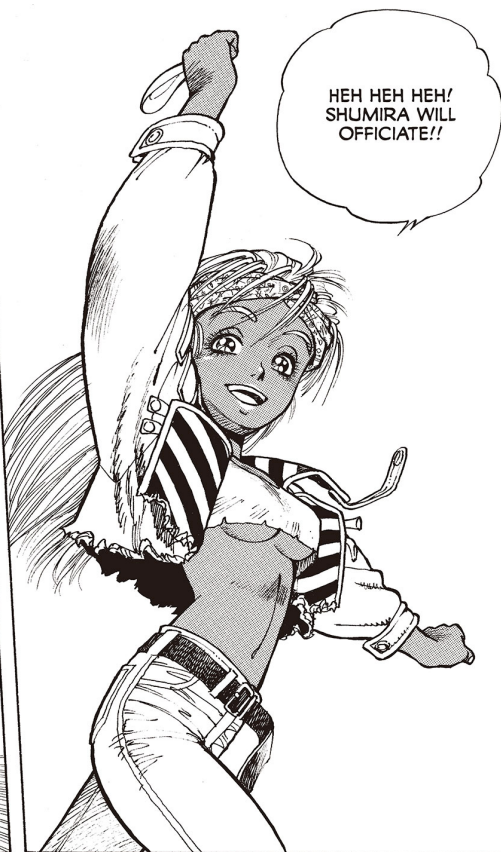
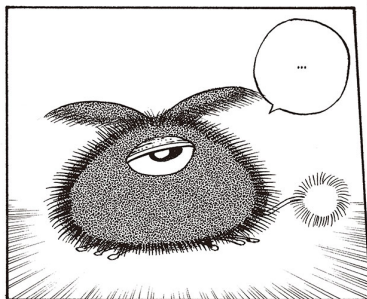
BE...
G...

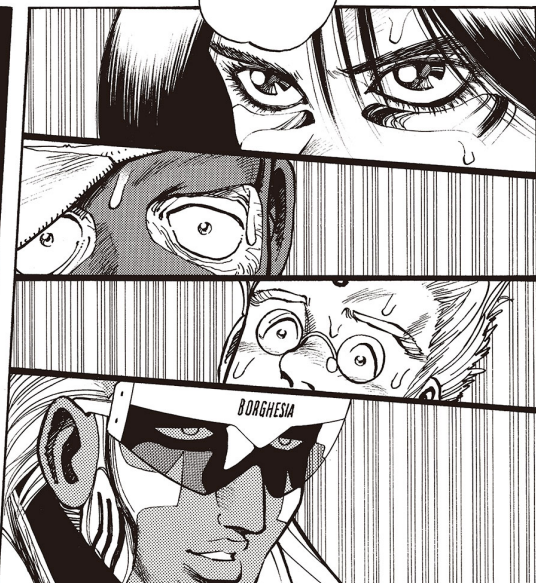
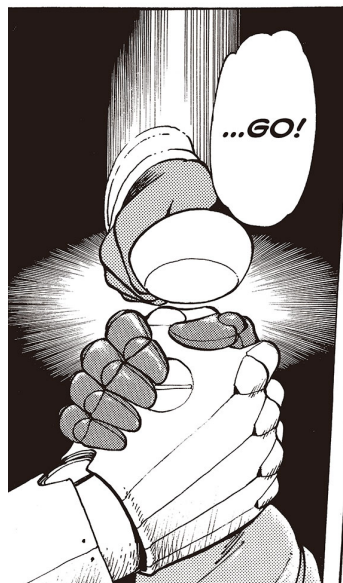
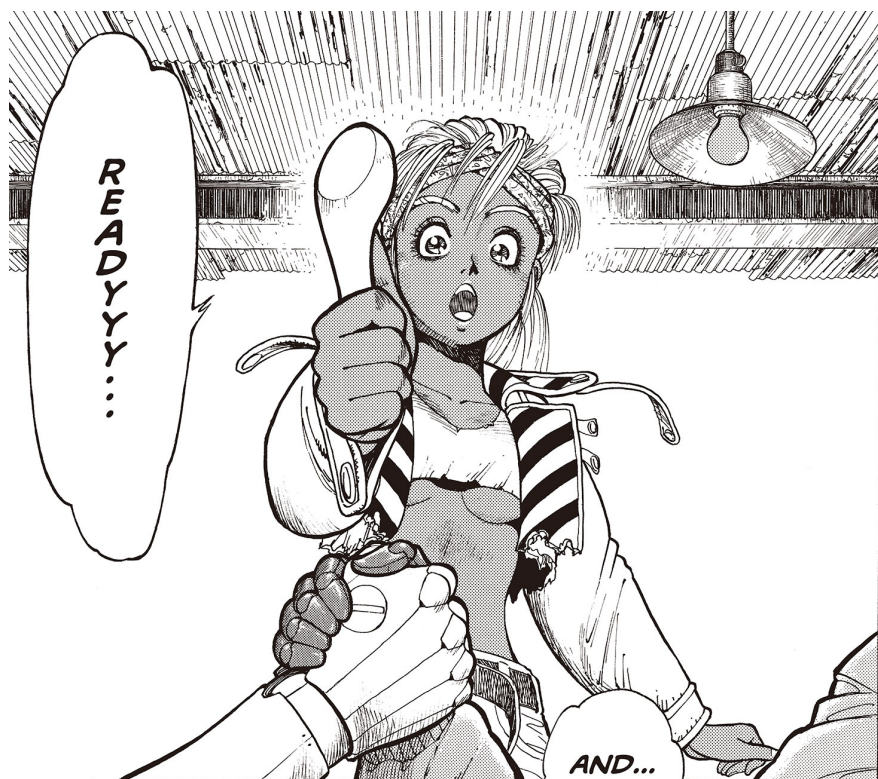


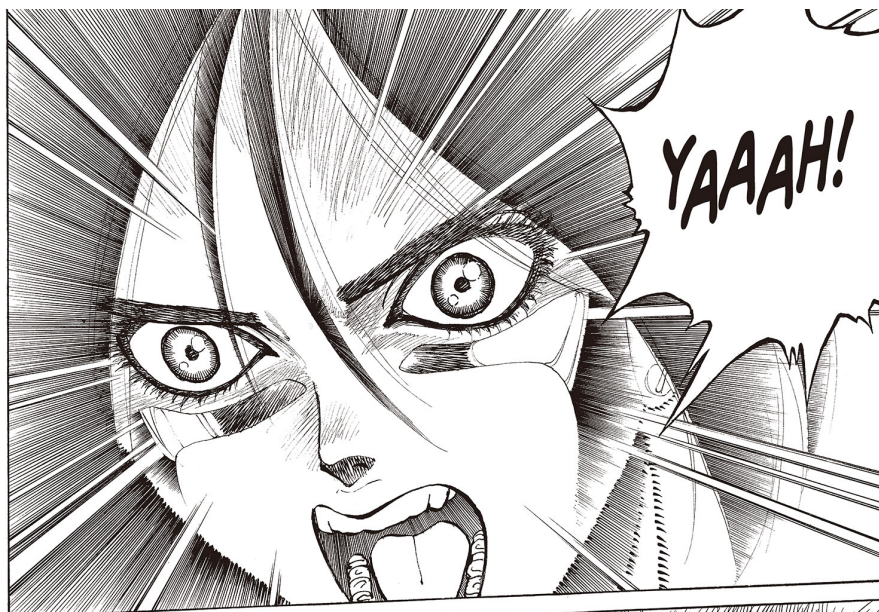
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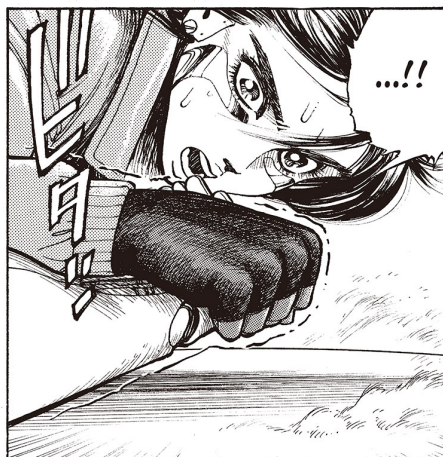
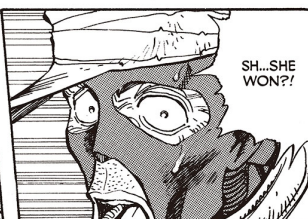
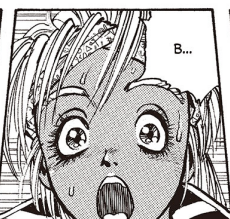
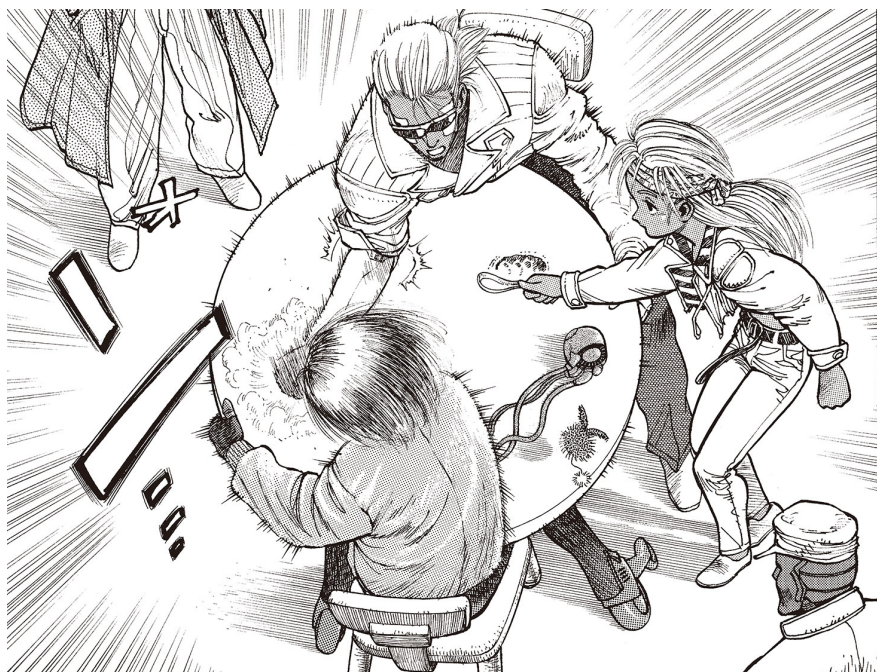


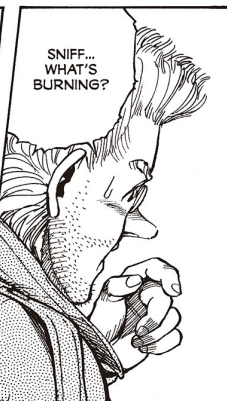
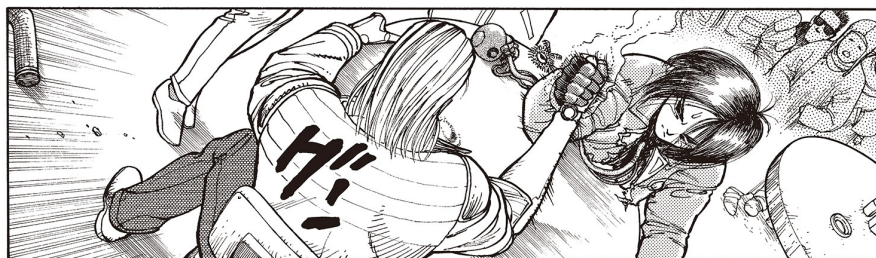
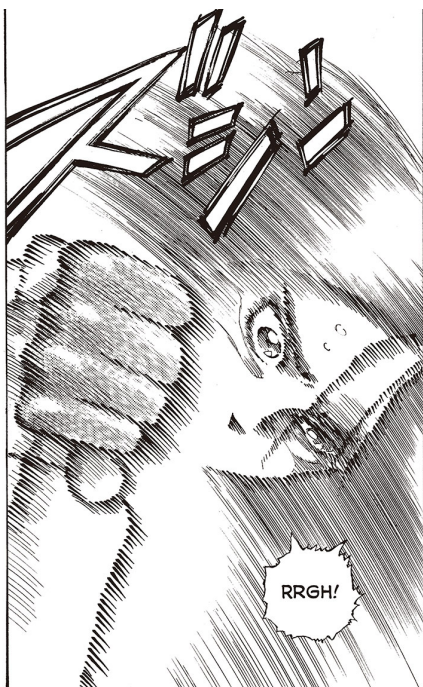


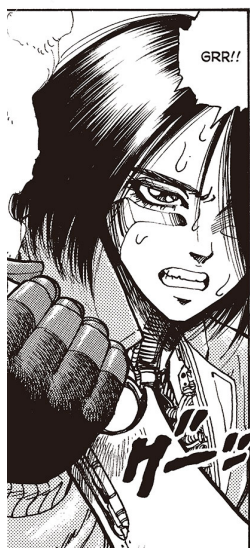
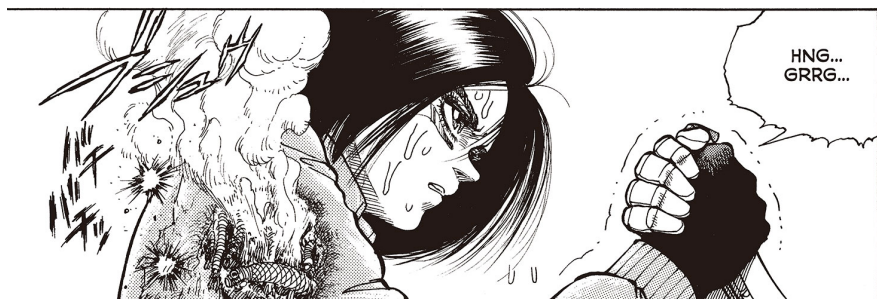
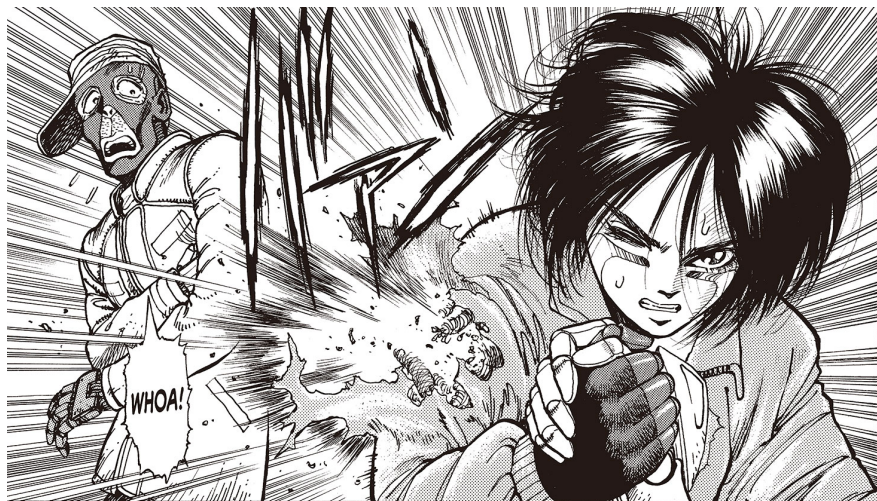


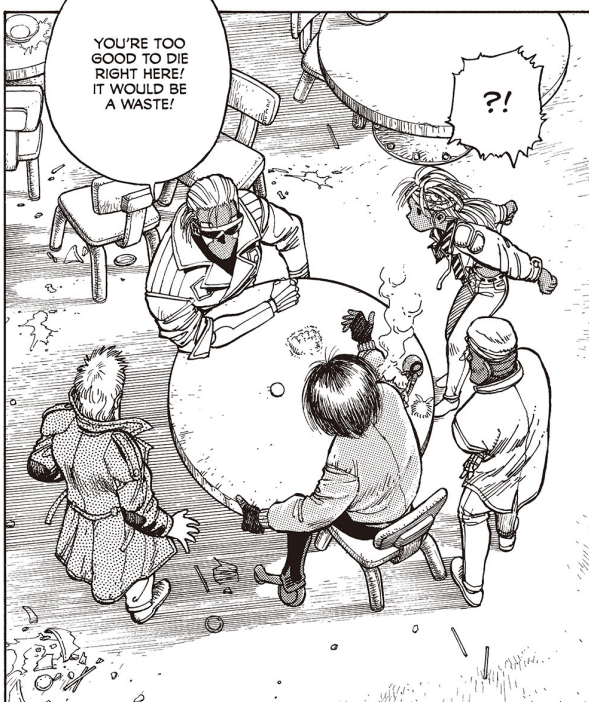
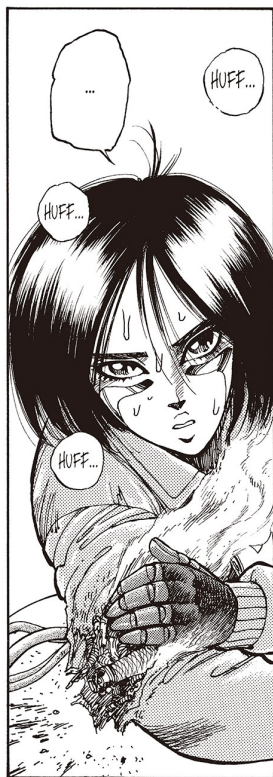
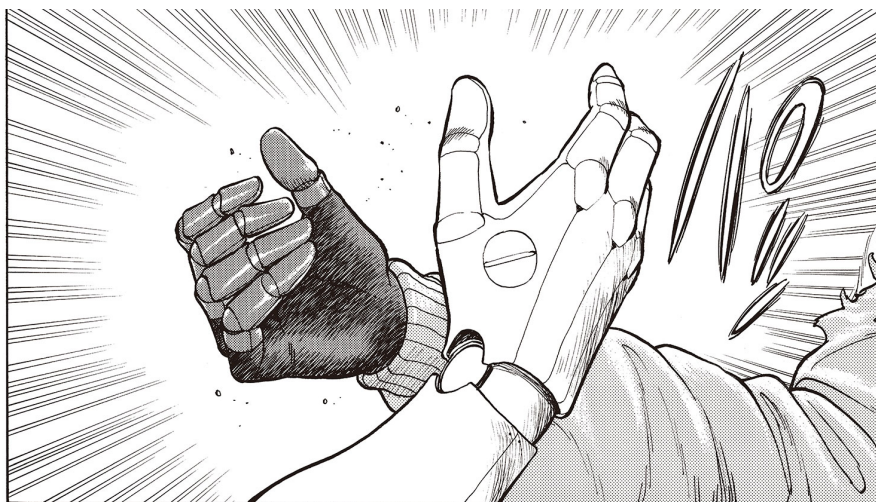


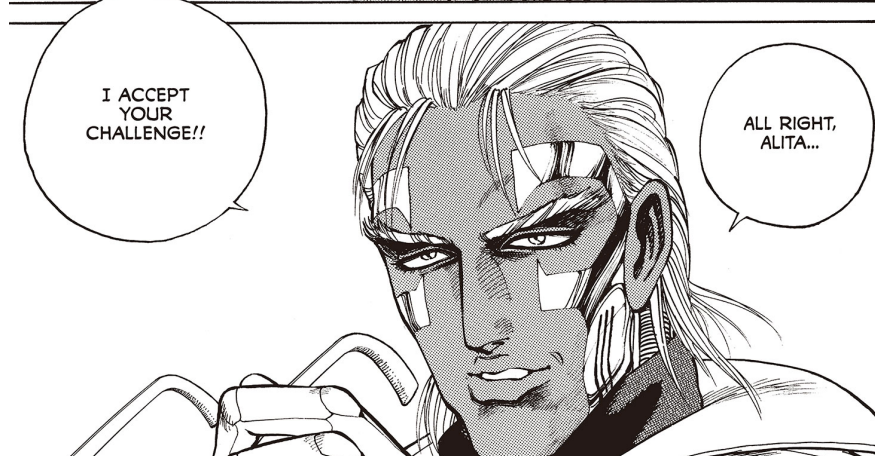


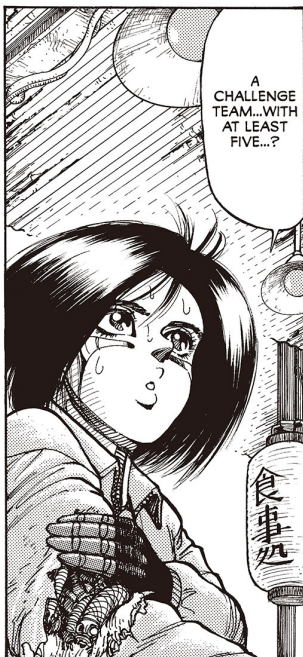




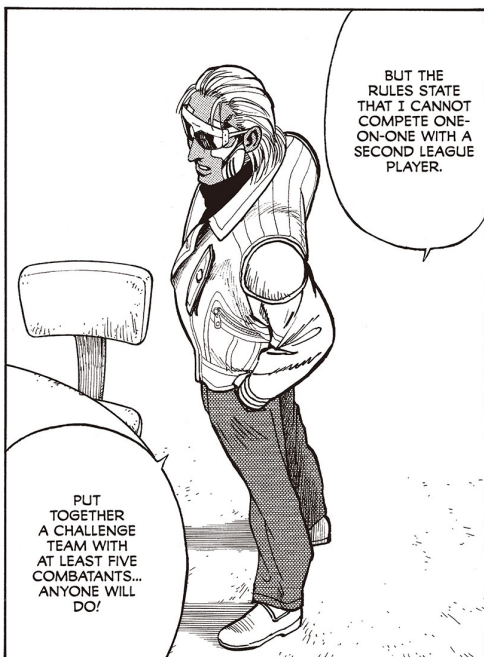






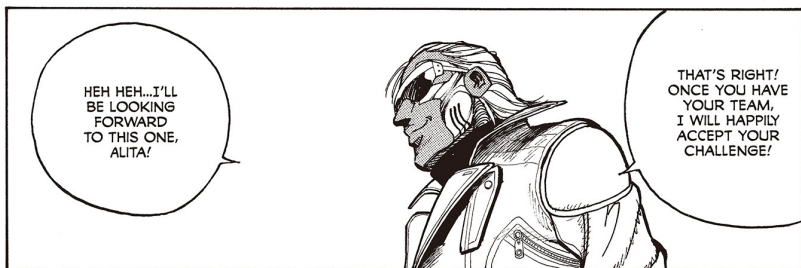


A
CHALLENGE
TEAM...WITH
AT LEAST
FIVE...?



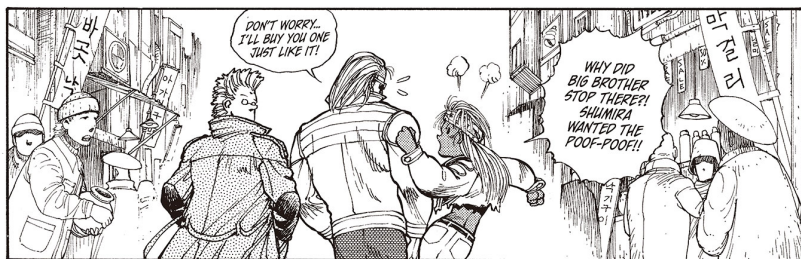
BUT THE
RULES STATE
THAT I CANNOT
COMPETE ONE-
ON-ONE WITH A
SECOND LEAGUE
PLAYER.

PUT
TOGETHER
A CHALLENGE
TEAM WITH
AT LEAST FIVE
COMBATANTS...
ANYONE WILL
DO!



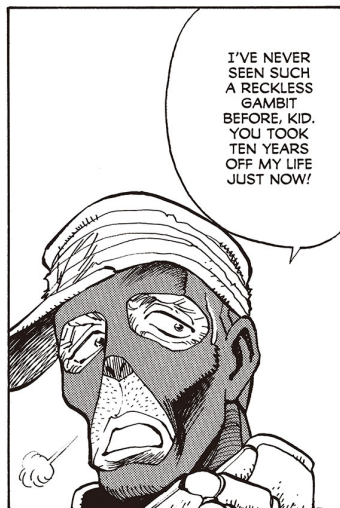
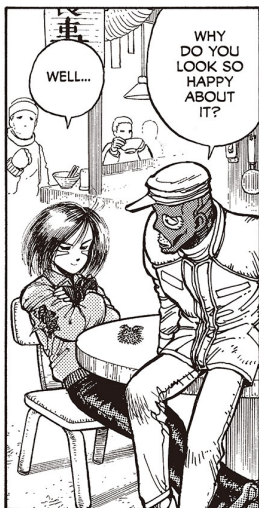
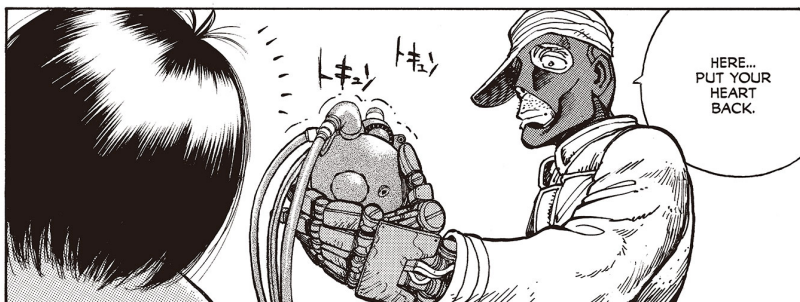
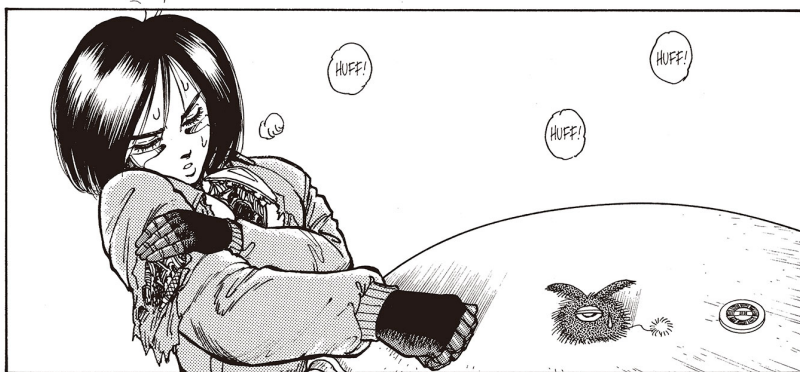
HEH HEH...I'LL
BE LOOKING
FORWARD
TO THIS ONE,
ALITA!

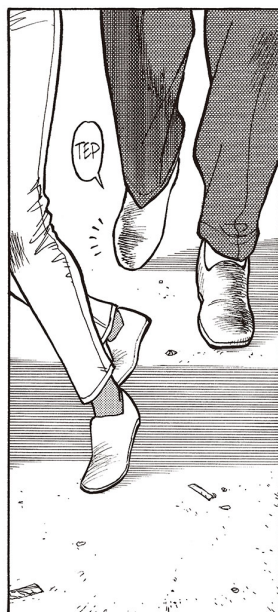
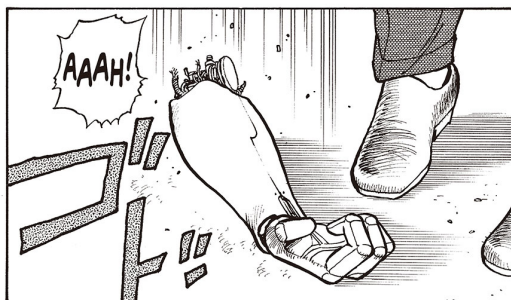
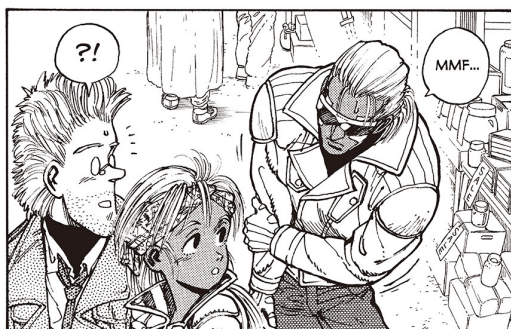
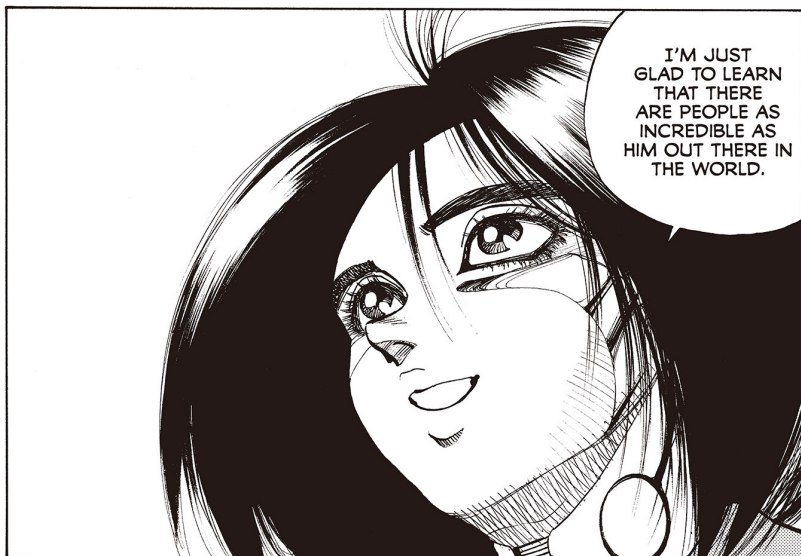
THAT'S RIGHT!
ONCE YOU HAVE
YOUR TEAM,
I WILL HAPPILY
ACCEPT YOUR
CHALLENGE!

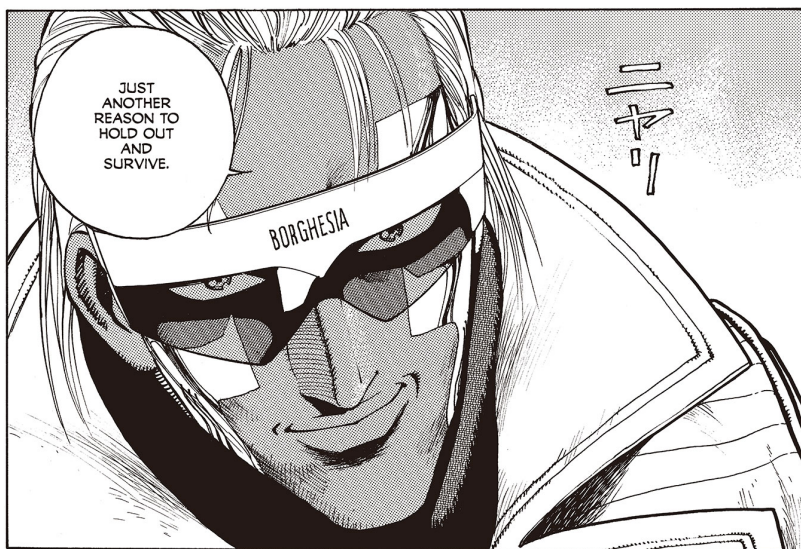
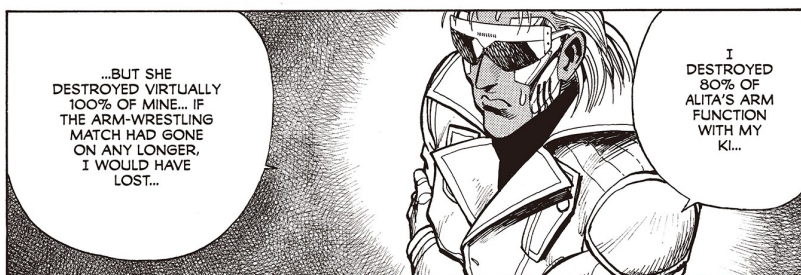
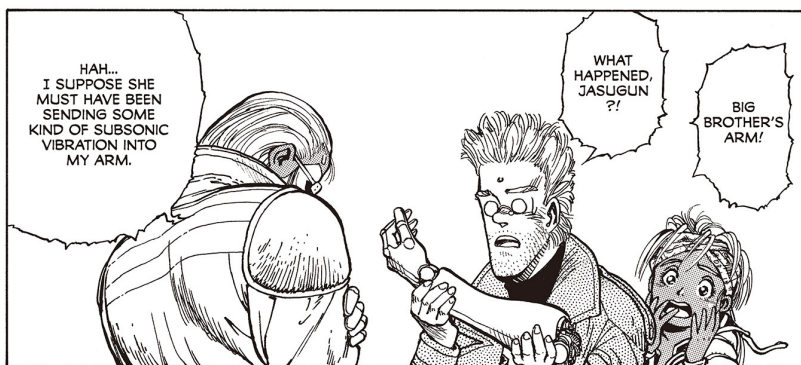


DON'T WORRY...
I'LL BUY YOU ONE
JUST LIKE IT!

WHY DID
BIG BROTHER
STOP THERE?!
SHUMIRA
WANTED THE
POOF-POOF!!

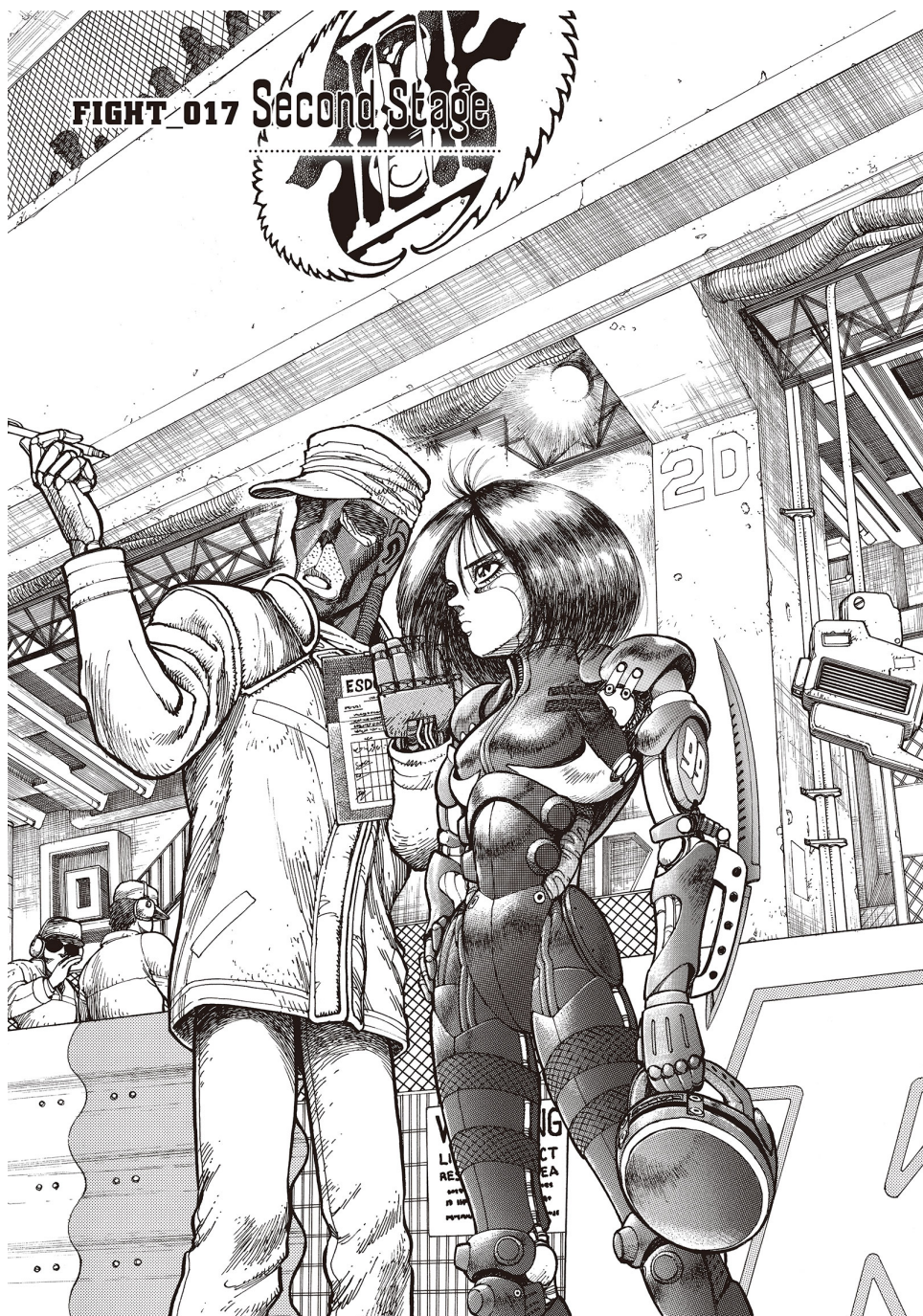




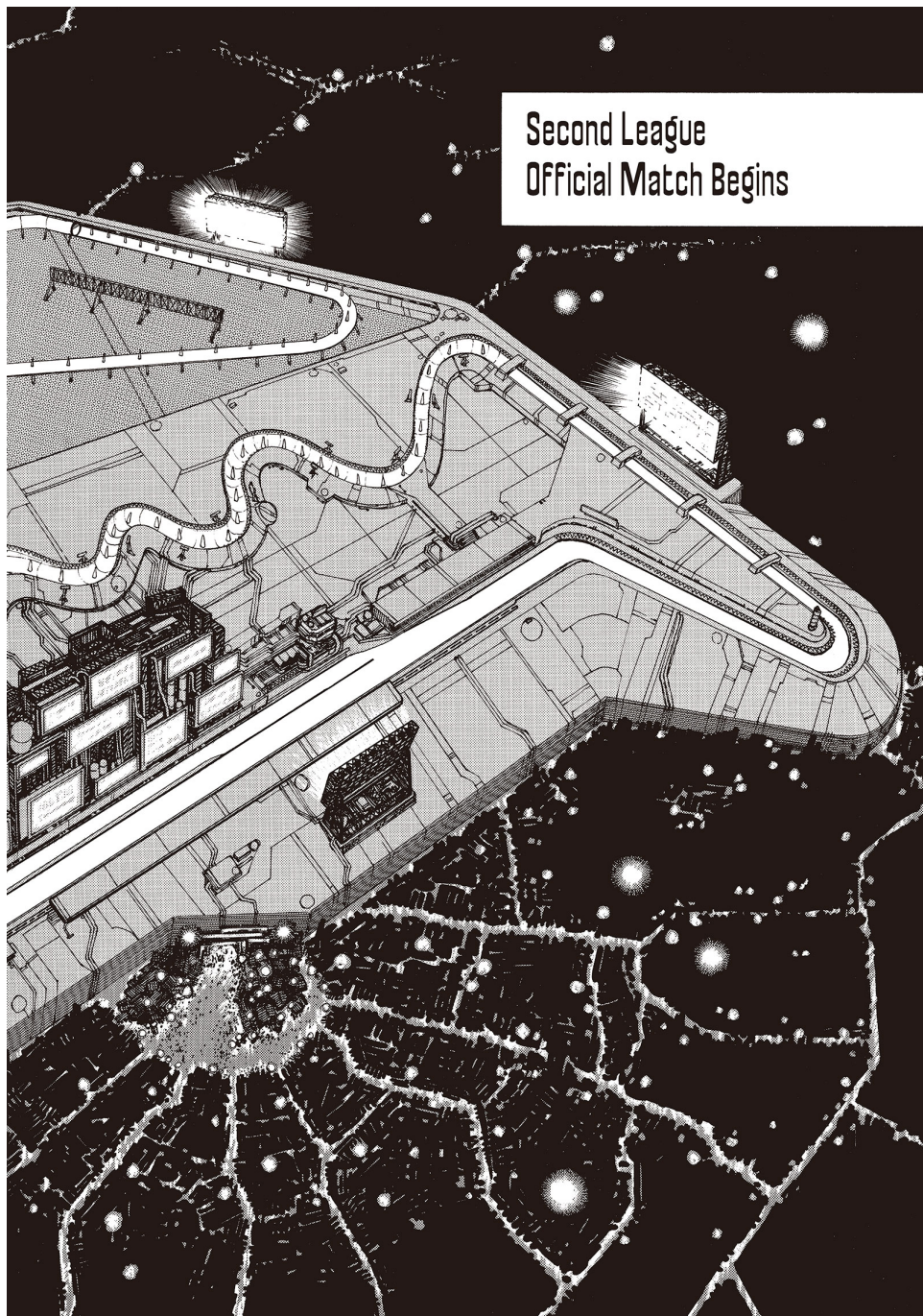


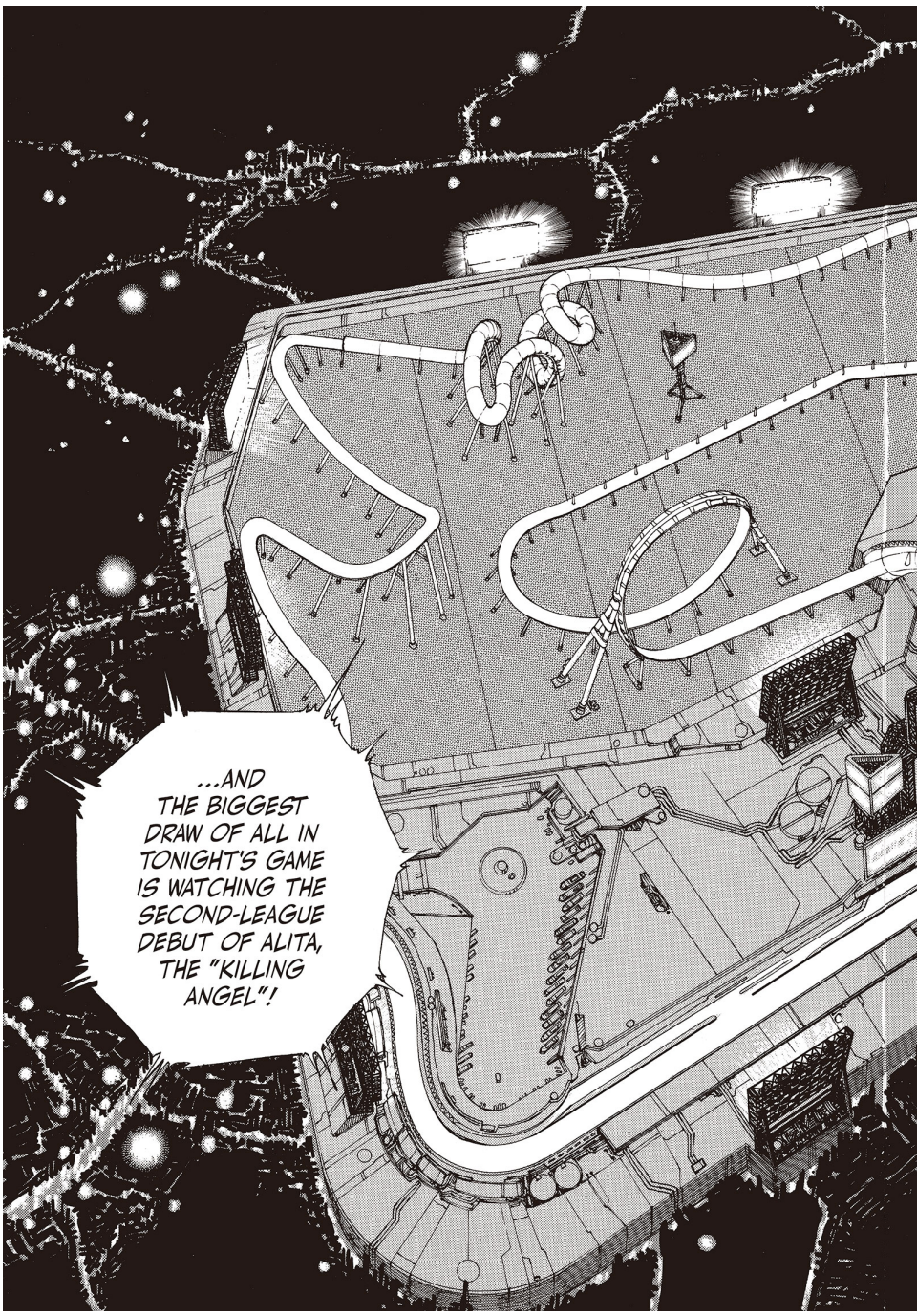


FIGHT_017 *Second Stage*

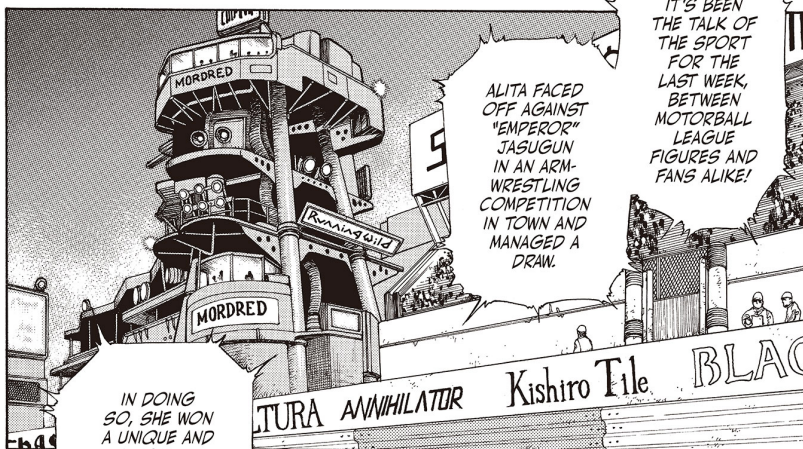


**Second League
Official Match Begins**





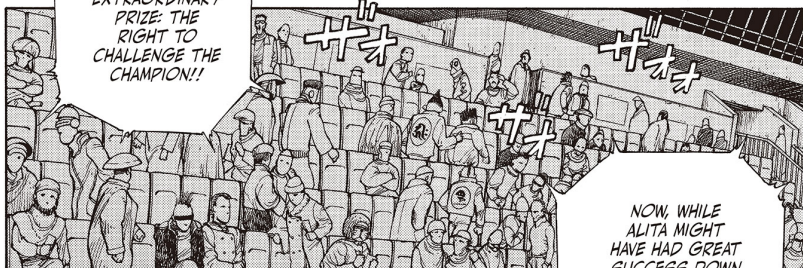
...AND
THE BIGGEST
DRAW OF ALL IN
TONIGHT'S GAME
IS WATCHING THE
SECOND-LEAGUE
DEBUT OF ALITA,
THE "KILLING
ANGEL"!



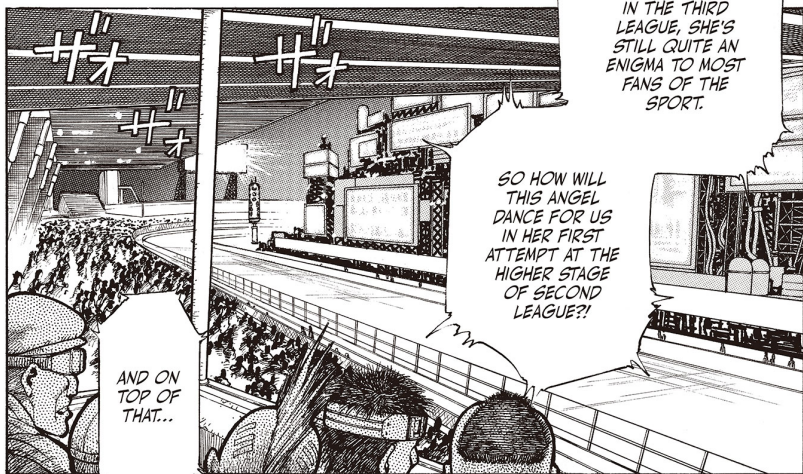
ALITA FACED
OFF AGAINST
"EMPEROR"
JASUGUN
IN AN ARM-
WRESTLING
COMPETITION
IN TOWN AND
MANAGED A
DRAW.

IT'S BEEN
THE TALK OF
THE SPORT
FOR THE
LAST WEEK,
BETWEEN
MOTORBALL
LEAGUE
FIGURES AND
FANS ALIKE!

IN DOING
SO, SHE WON
A UNIQUE AND
EXTRAORDINARY
PRIZE: THE
RIGHT TO
CHALLENGE THE
CHAMPION!!

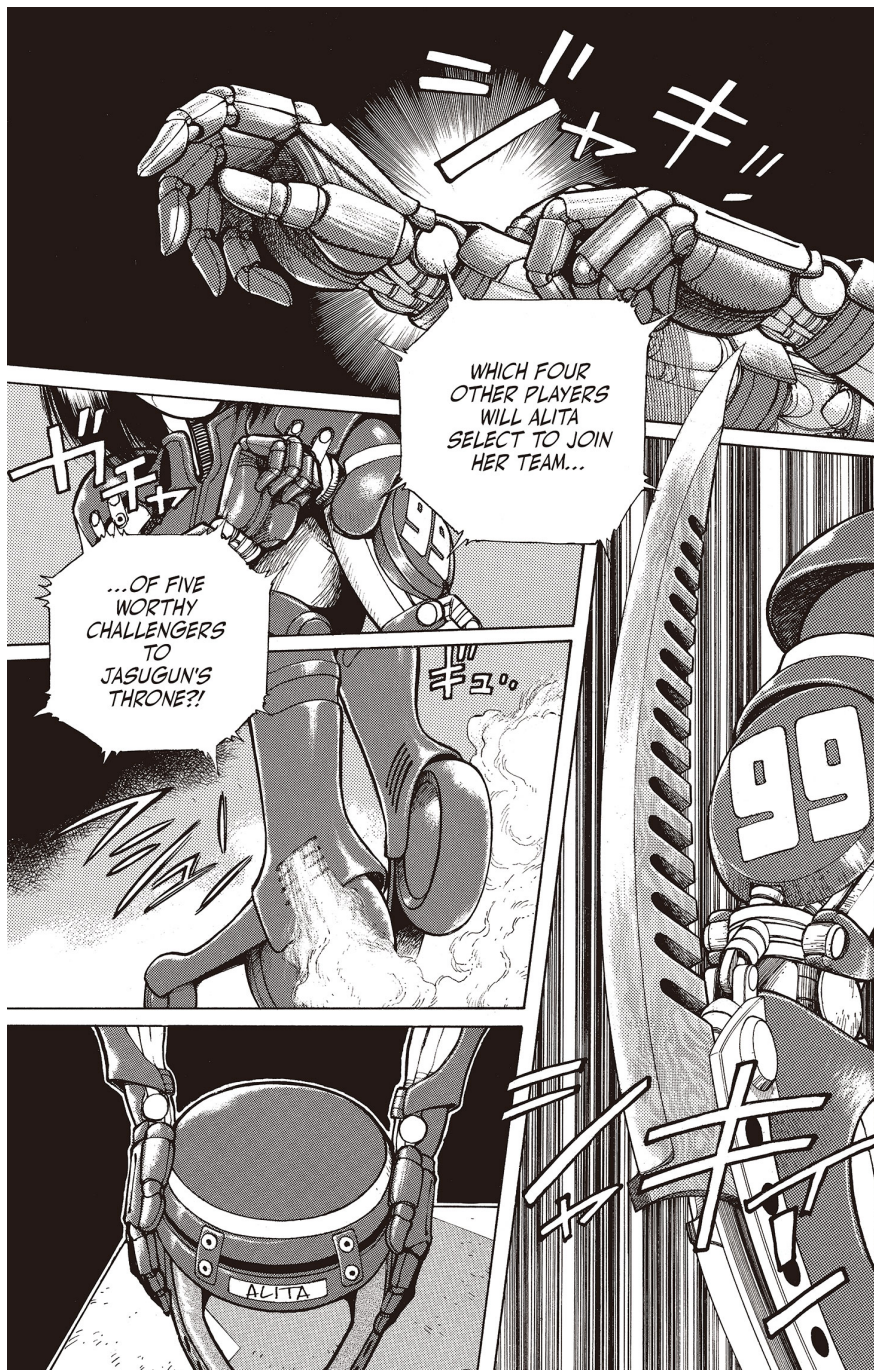


NOW, WHILE
ALITA MIGHT
HAVE HAD GREAT
SUCCESS DOWN
IN THE THIRD
LEAGUE, SHE'S
STILL QUITE AN
ENIGMA TO MOST
FANS OF THE
SPORT.



SO HOW WILL
THIS ANGEL
DANCE FOR US
IN HER FIRST
ATTEMPT AT THE
HIGHER STAGE
OF SECOND
LEAGUE?!

AND ON
TOP OF
THAT...

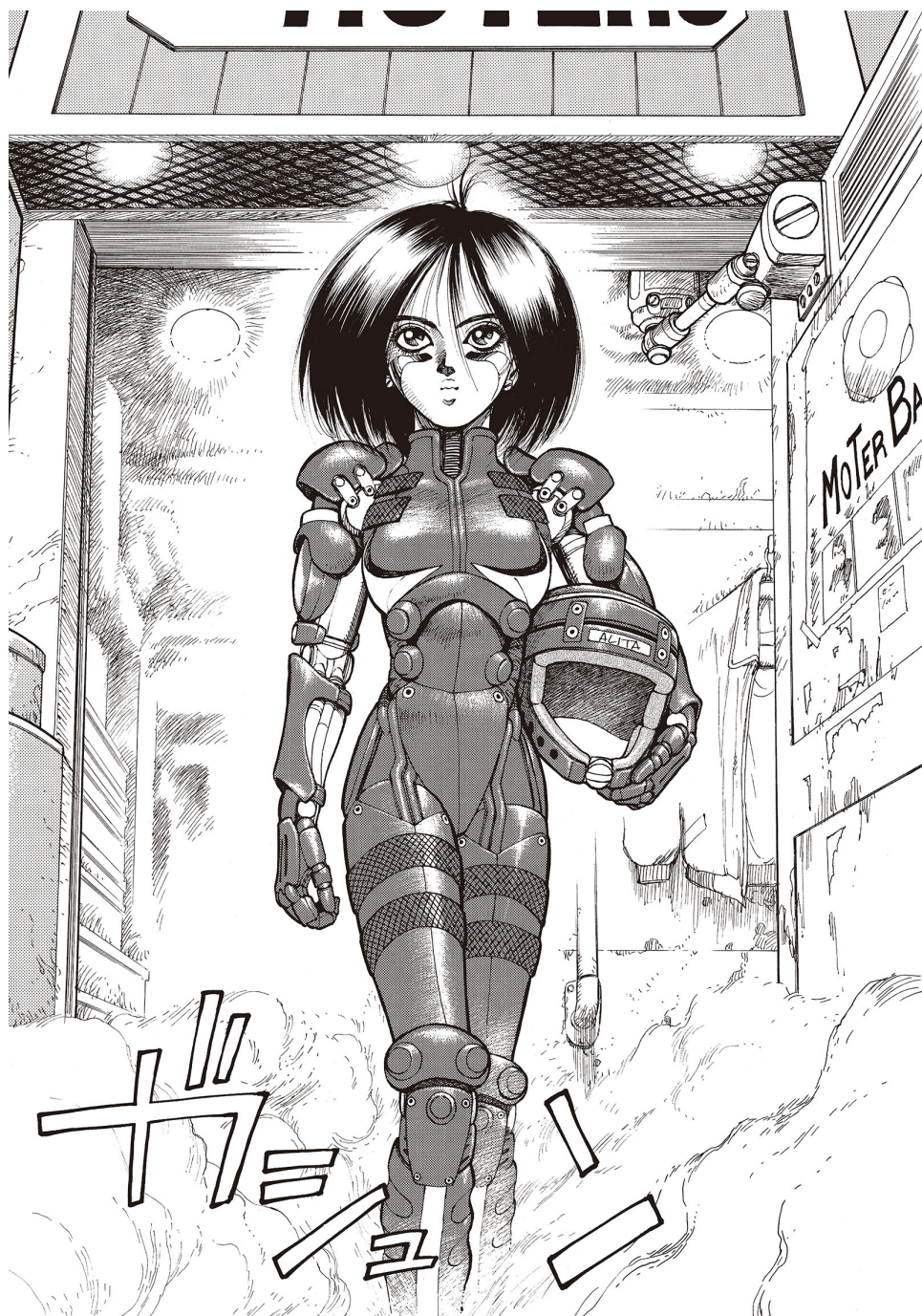


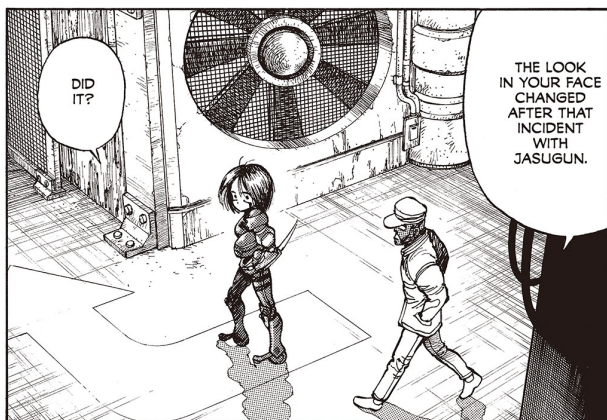
WHICH FOUR
OTHER PLAYERS
WILL ALITA
SELECT TO JOIN
HER TEAM...

...OF FIVE
WORTHY
CHALLENGERS
TO
JASUGUN'S
THRONE?!

≠ 5.0

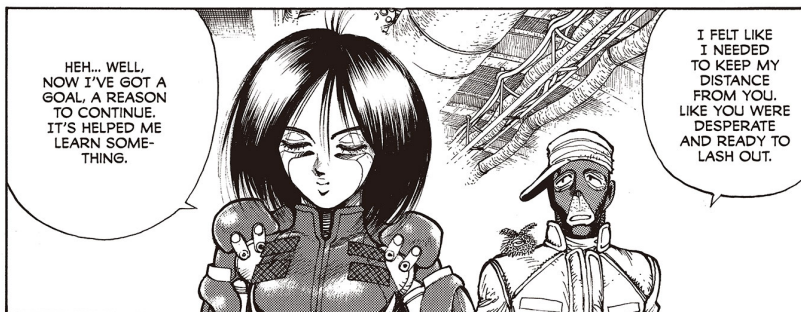
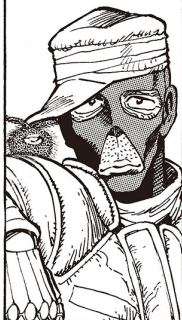
ALITA





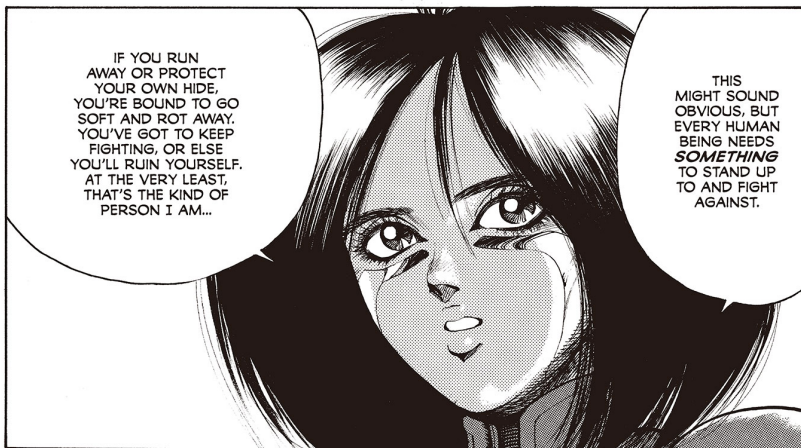
THE LOOK
IN YOUR FACE
CHANGED
AFTER THAT
INCIDENT
WITH
JASUGUN.

GOOD.



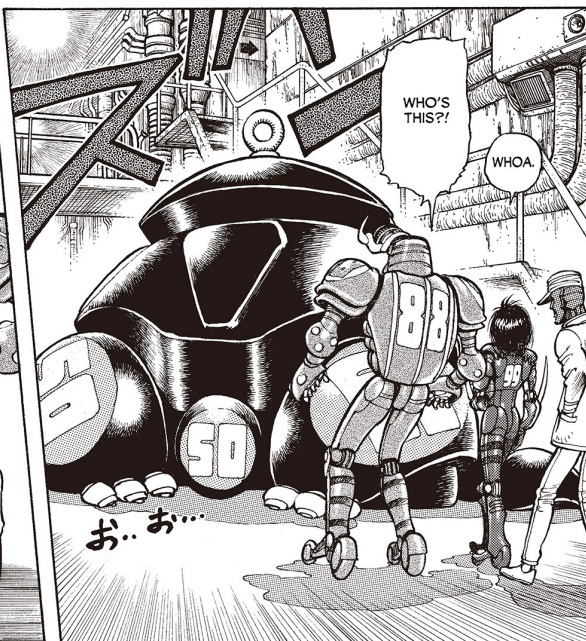
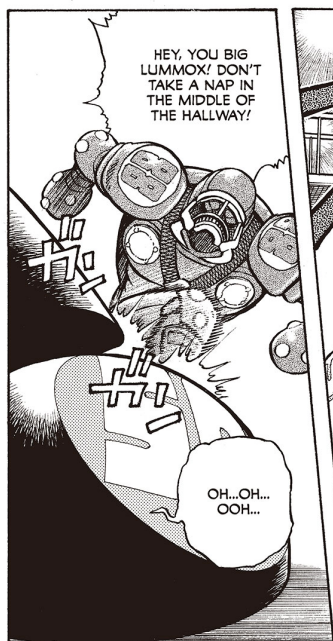
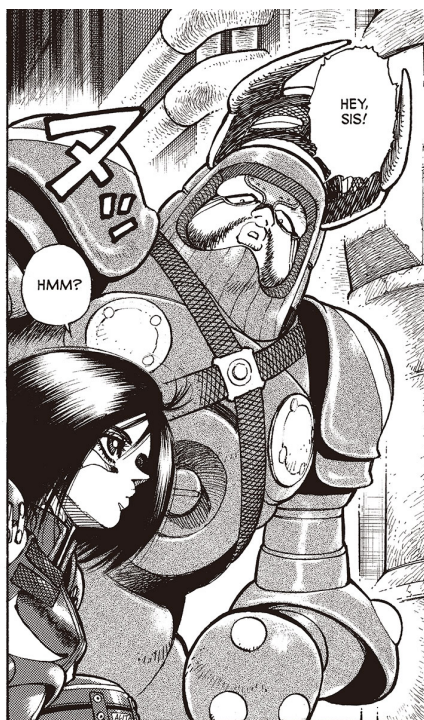
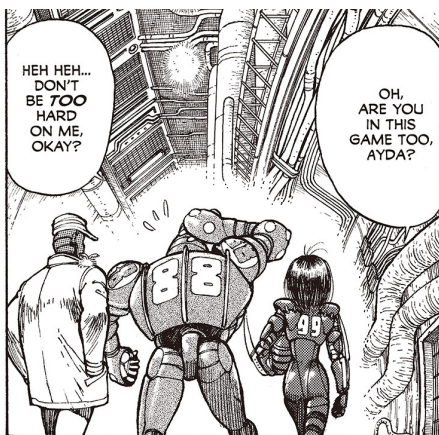
HEH... WELL,
NOW I'VE GOT A
GOAL, A REASON
TO CONTINUE.
IT'S HELPED ME
LEARN SOME-
THING.

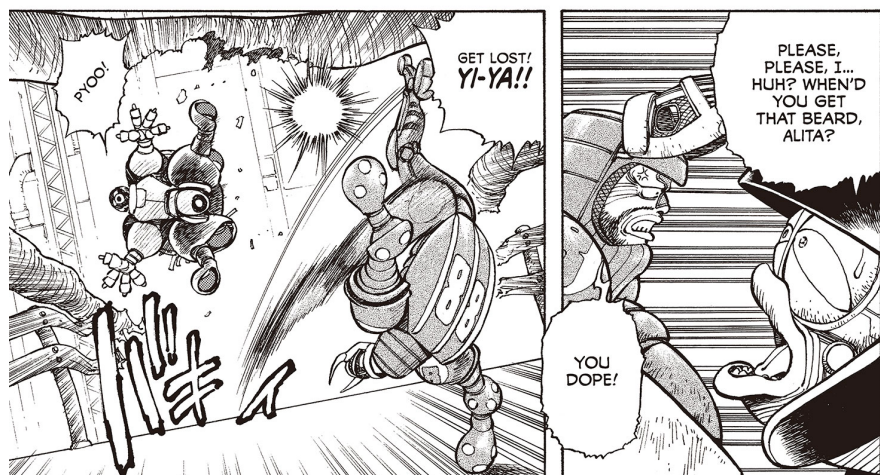
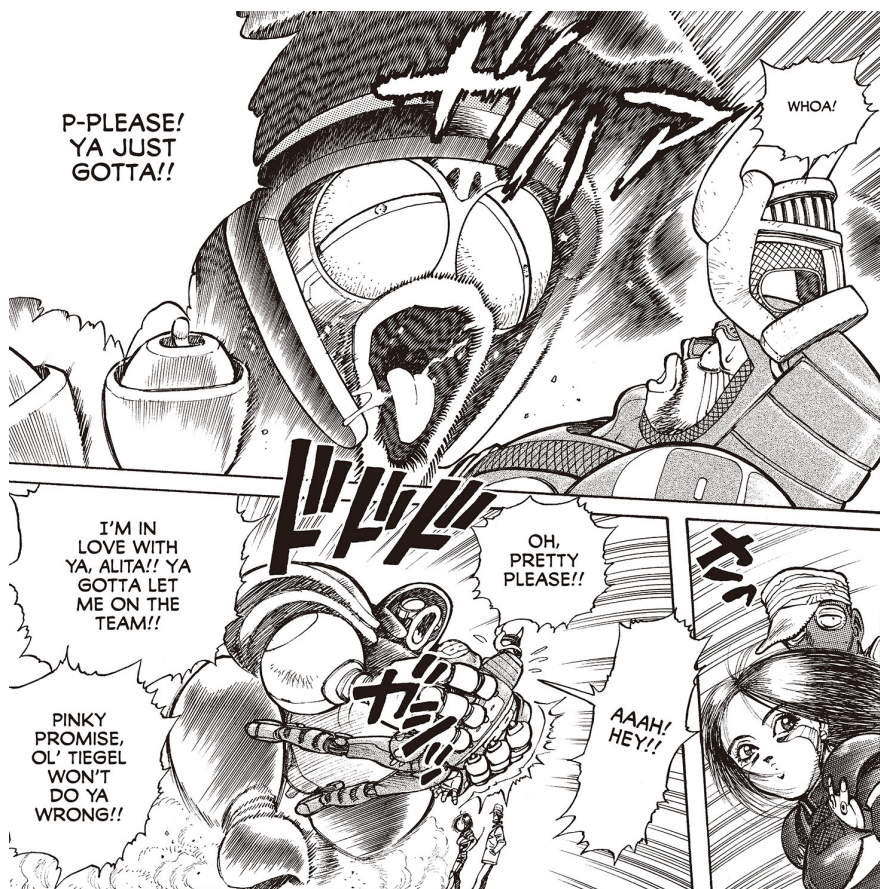
I FELT LIKE
I NEEDED
TO KEEP MY
DISTANCE
FROM YOU.
LIKE YOU WERE
DESPERATE
AND READY TO
LASH OUT.

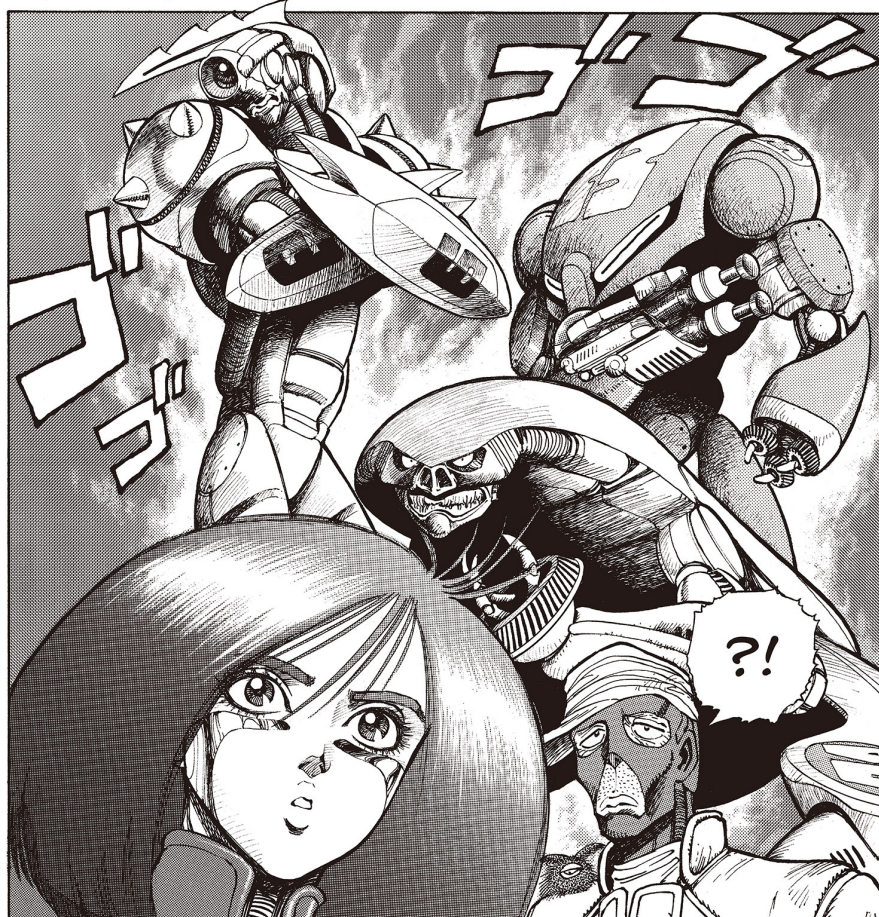


IF YOU RUN
AWAY OR PROTECT
YOUR OWN HIDE,
YOU'RE BOUND TO GO
SOFT AND ROT AWAY.
YOU'VE GOT TO KEEP
FIGHTING, OR ELSE
YOU'LL RUIN YOURSELF.
AT THE VERY LEAST,
THAT'S THE KIND OF
PERSON I AM...

THIS
MIGHT SOUND
OBVIOUS, BUT
EVERY HUMAN
BEING NEEDS
SOMETHING
TO STAND UP
TO AND FIGHT
AGAINST.



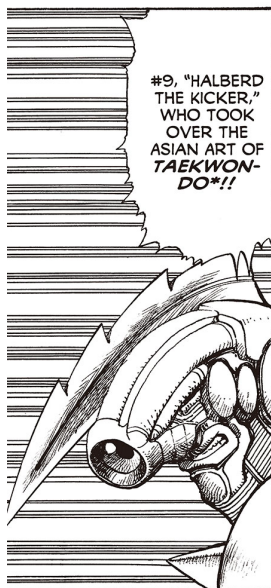




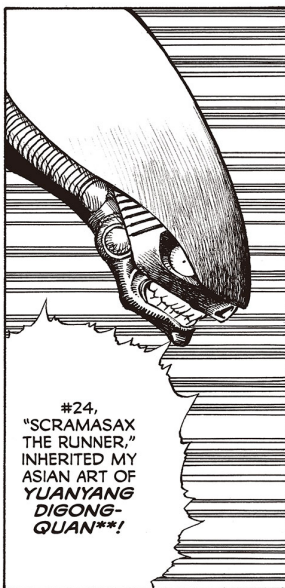


GOING IN
ORDER!

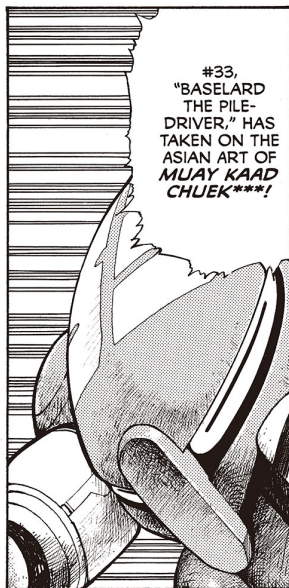
ALLOW ME TO
INTRODUCE THE
BATTLE-ORIENTED
PLAYERS I'VE TAUGHT
THE VARIOUS SECRETS
OF THE "ASIAN ARTS"—
FOLLOWERS OF MINE
WHO WILL LEAD THE
SECOND LEAGUE IN
THE FUTURE!!



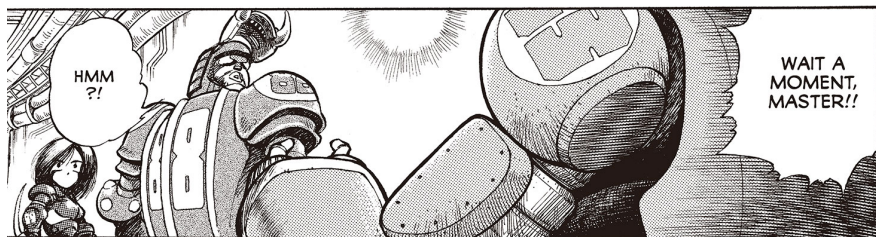
#9, "HALBERD
THE KICKER,"
WHO TOOK
OVER THE
ASIAN ART OF
*TAEKWON-
DO*!!



#24,
"SCRAMASAX
THE RUNNER,"
INHERITED MY
ASIAN ART OF
*YUANYANG
DIGONG-
QUAN***!



#33,
"BASELARD
THE PILE-
DRIVER," HAS
TAKEN ON THE
ASIAN ART OF
*MUAY KAAD
CHUEK****!



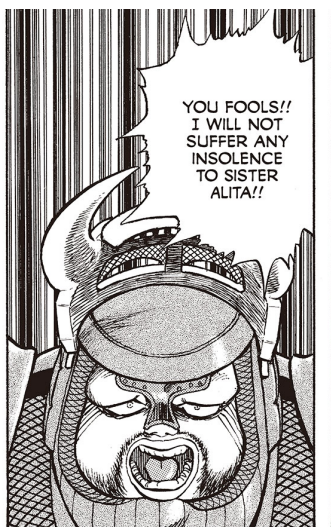
HMM
?!

WAIT A
MOMENT,
MASTER!!

*Muay Kaad Chuek: Also known as Lethwei, or Burmese bareknuckle boxing.

**Yuanyang Digongquan: A type of Chinese martial arts. Aydakatti used this in his earlier fight against Alita.

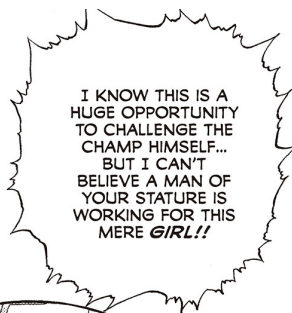
***Taekwondo: The traditional fighting style of Korea.



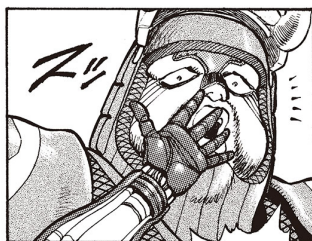
YOU FOOLS!!
I WILL NOT
SUFFER ANY
INSOLENCE
TO SISTER
ALITA!!



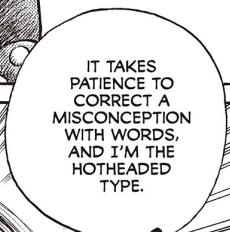
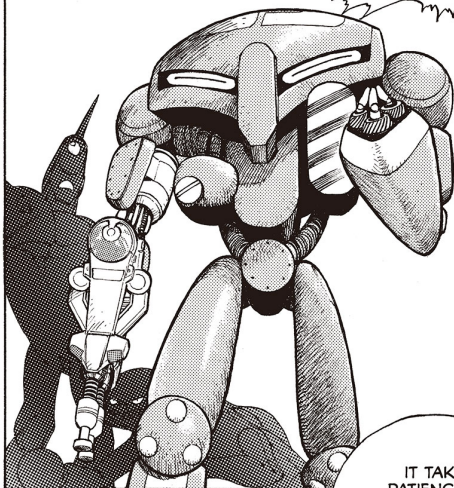
YEAH,
HE'S
RIGHT!!



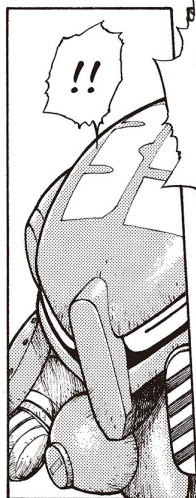
I KNOW THIS IS A
HUGE OPPORTUNITY
TO CHALLENGE THE
CHAMP HIMSELF...
BUT I CAN'T
BELIEVE A MAN OF
YOUR STATURE IS
WORKING FOR THIS
MERE *GIRL*!!



Z!!

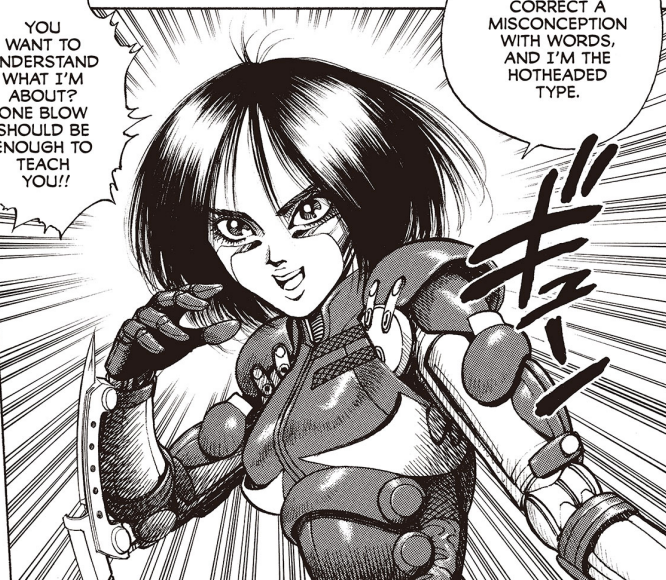


IT TAKES
PATIENCE TO
CORRECT A
MISCONCEPTION
WITH WORDS,
AND I'M THE
HOTHEADED
TYPE.

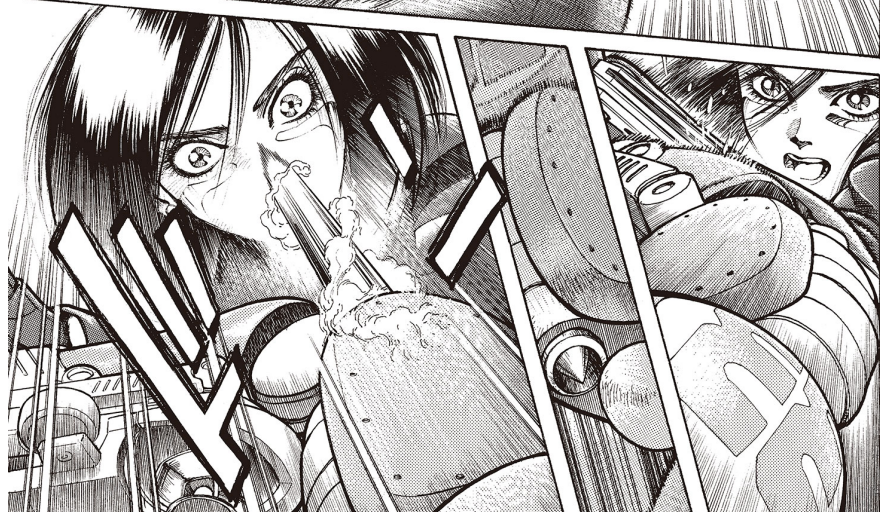
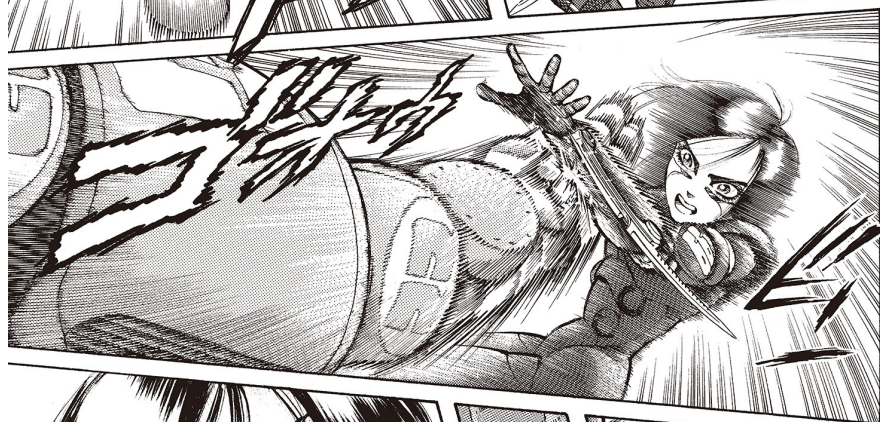
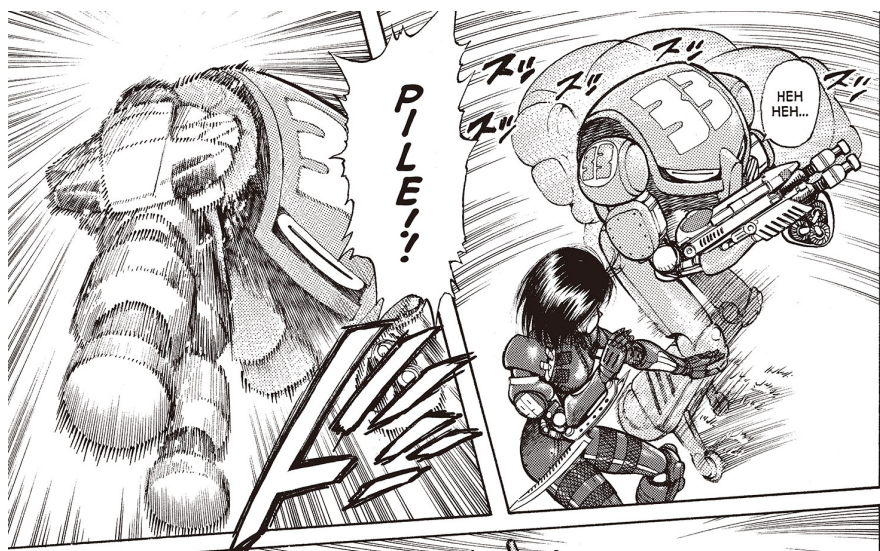


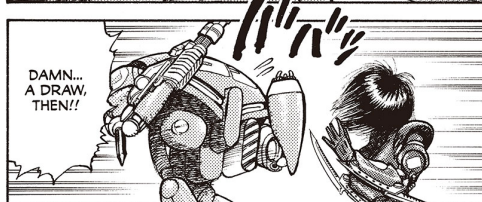
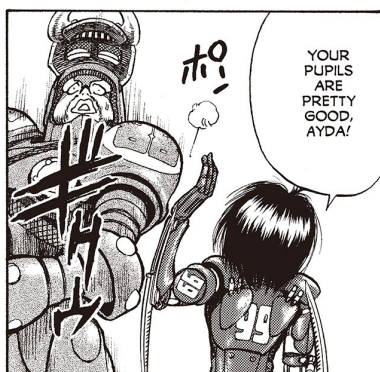
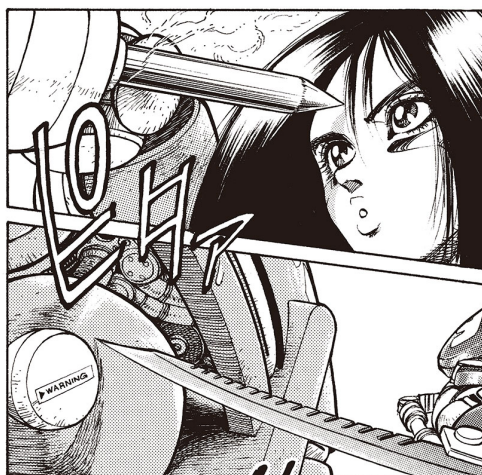
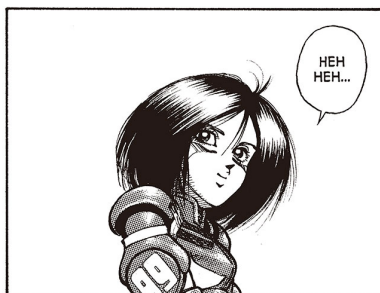
!!

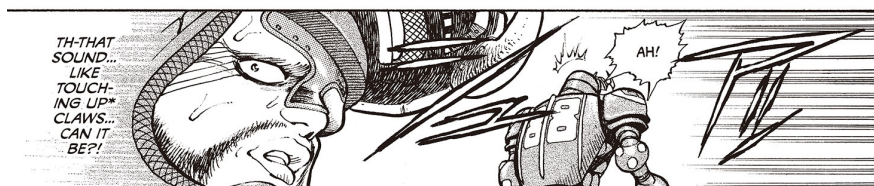
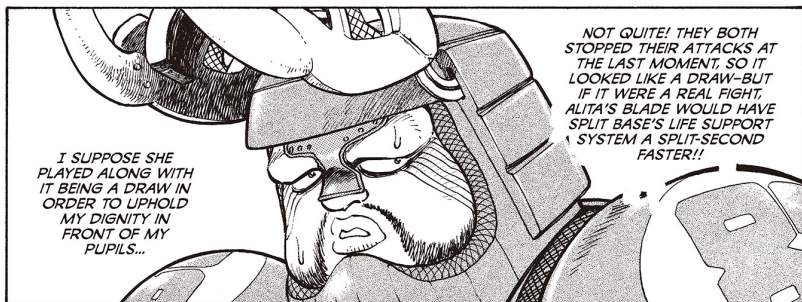
YOU
WANT TO
UNDERSTAND
WHAT I'M
ABOUT?
ONE BLOW
SHOULD BE
ENOUGH TO
TEACH
YOU!!



Z!!

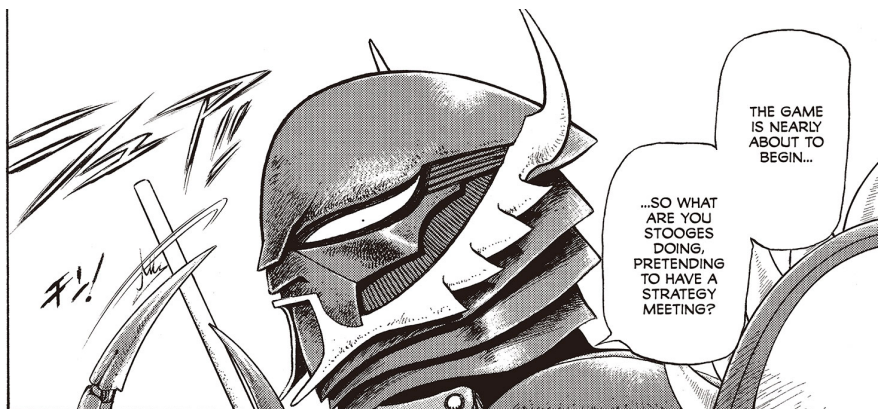






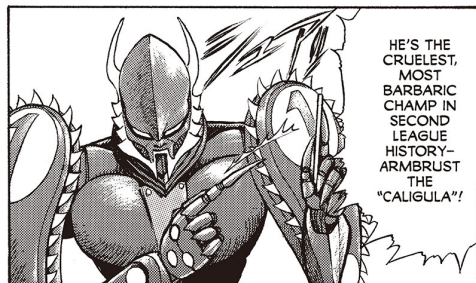
*Touching up: To sharpen a blade.





THE GAME
IS NEARLY
ABOUT TO
BEGIN...

...SO WHAT
ARE YOU
STOOGES
DOING,
PRETENDING
TO HAVE A
STRATEGY
MEETING?

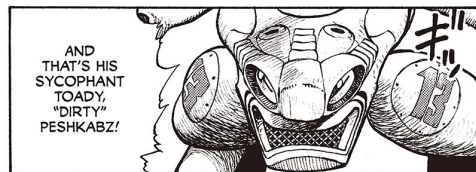


HE'S THE
CRUELEST,
MOST
BARBARIC
CHAMP IN
SECOND
LEAGUE
HISTORY-
ARMBRUST
THE
"CALIGULA"!

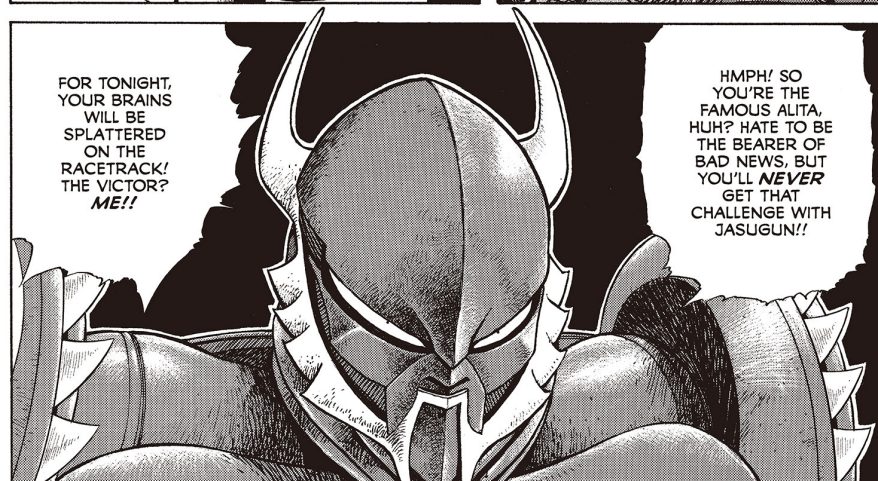


Y-YOU
DON'T
KNOW?!

SO
WHO'S
THIS?

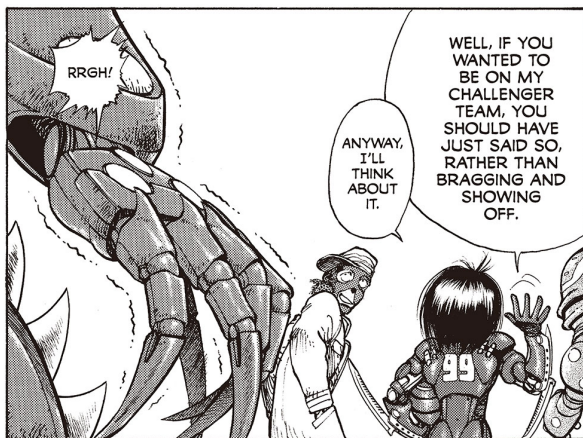


AND
THAT'S HIS
SYCOPHANT
TODAY,
"DIRTY"
PESHKABZ!



FOR TONIGHT,
YOUR BRAINS
WILL BE
SPLATTERED
ON THE
RACETRACK!
THE VICTOR?
ME!!

HMPH! SO
YOU'RE THE
FAMOUS ALITA.
HUH? HATE TO BE
THE BEARER OF
BAD NEWS, BUT
YOU'LL **NEVER**
GET THAT
CHALLENGE WITH
JASUGUN!!



RRGH!

ANYWAY,
I'LL
THINK
ABOUT
IT.

WELL, IF YOU
WANTED TO
BE ON MY
CHALLENGER
TEAM, YOU
SHOULD HAVE
JUST SAID SO,
RATHER THAN
BRAGGING AND
SHOWING
OFF.



OH...RIGHT!
SECOND LEAGUE
HAS A CHAMPION
TOO, DOESN'T IT?
I COMPLETELY
FORGOT.



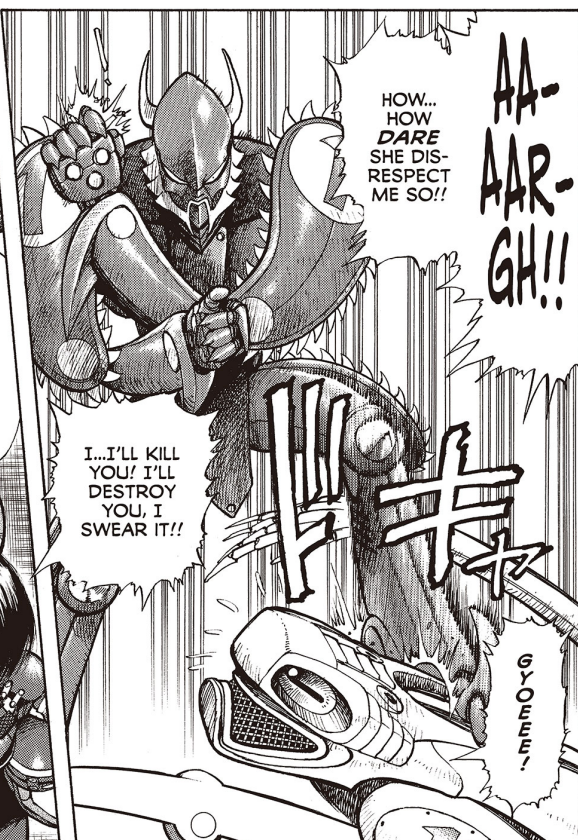
HEH...HE'S
LITERALLY
STOMPING
HIS FOOT
IN ANGER!
SERVES HIM
RIGHT.

I'LL
KILL
YOU,
ALITA!

AIEE!

I'VE GOT
TO ADMIT,
YOU'VE
GOT A REAL
GIFT FOR
TAUNTING
PEOPLE!

REALLY?
I'M JUST
SAYING
WHATEVER
COMES TO
MIND...

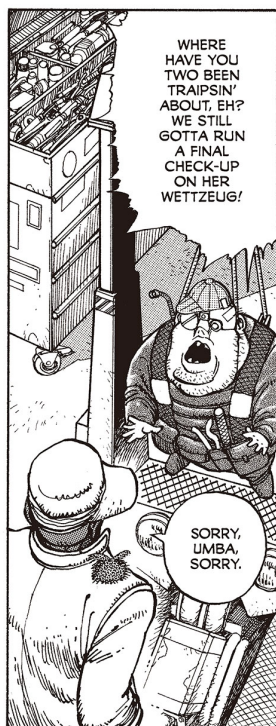
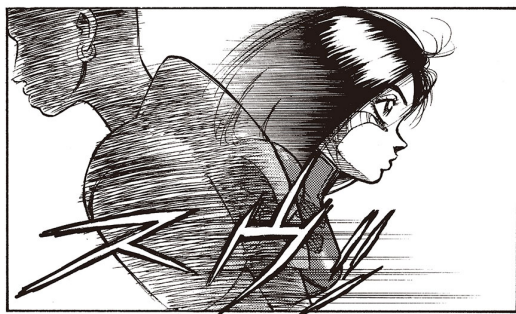
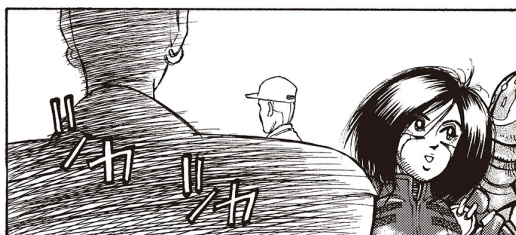
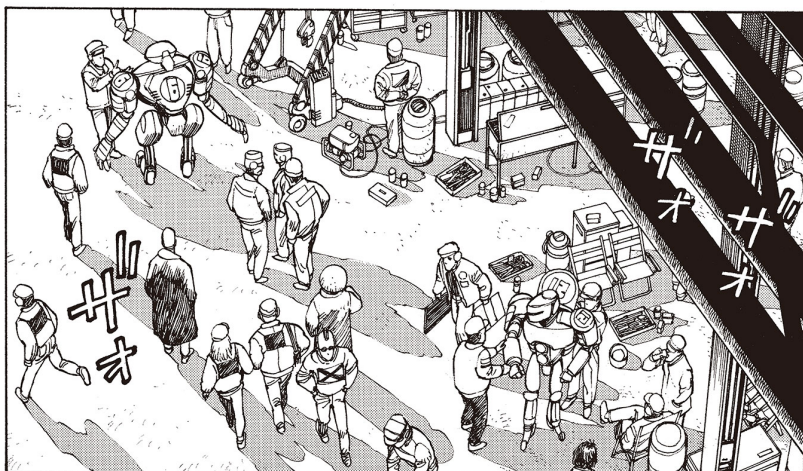


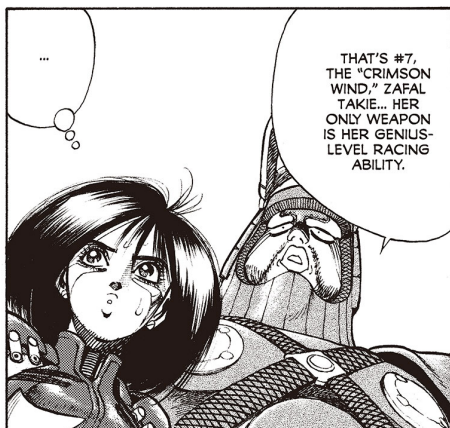
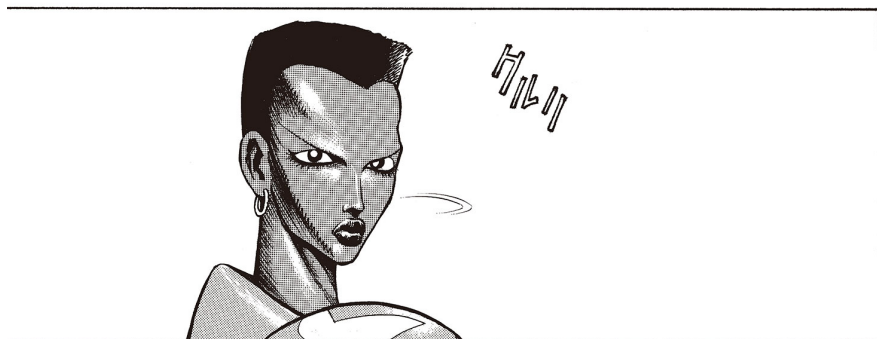
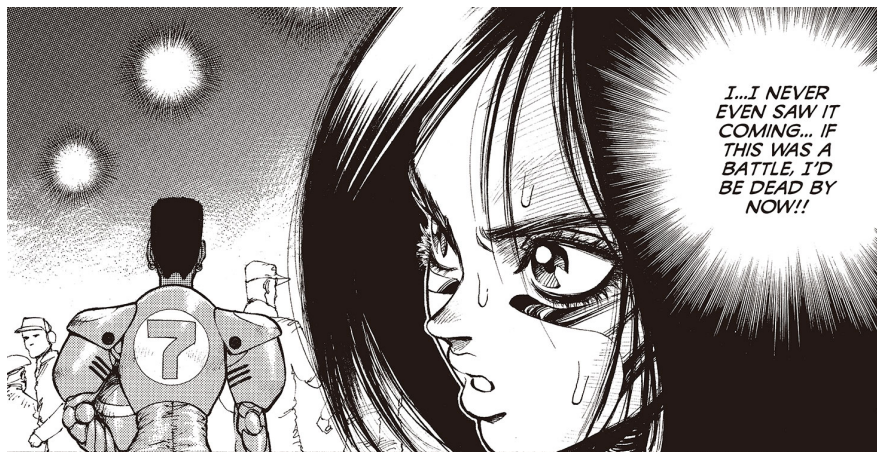
HOW...
HOW
DARE
SHE DIS-
RESPECT
ME SO!!

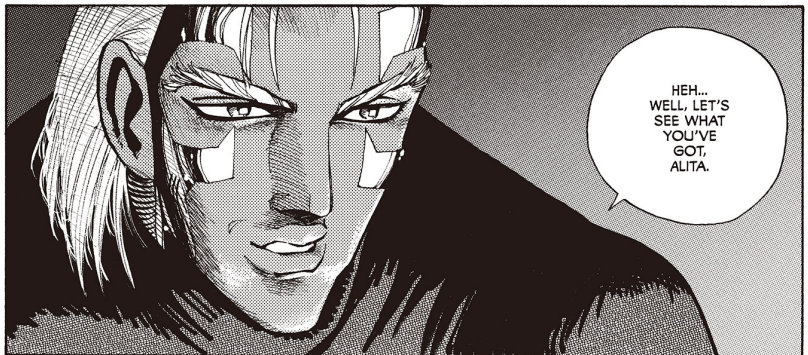
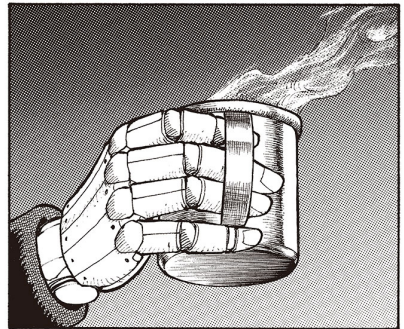
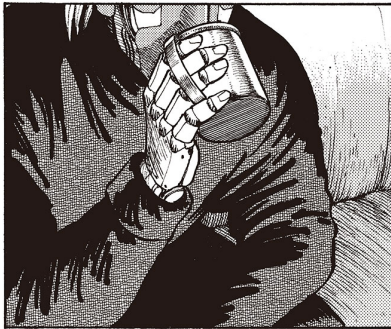
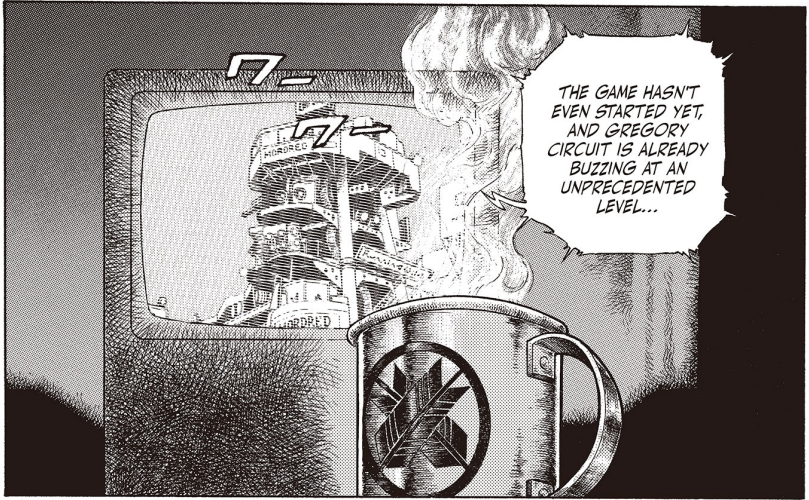
I...I'LL KILL
YOU! I'LL
DESTROY
YOU, I
SWEAR IT!!

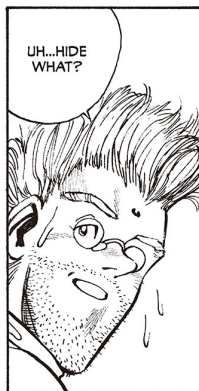
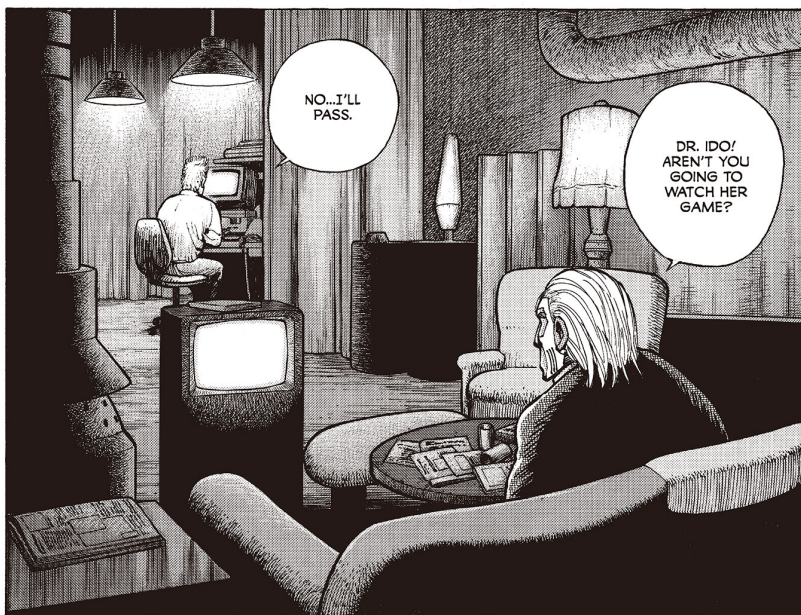
AA-
AAR-
GH!!

GYOMM-









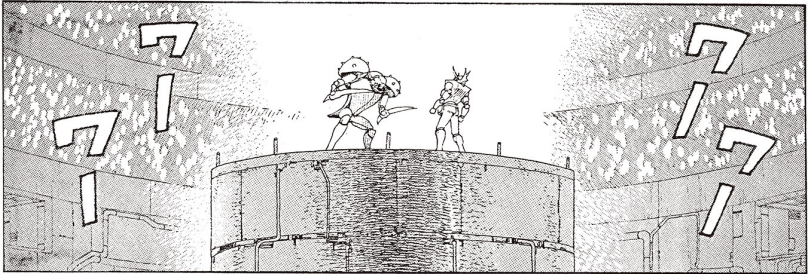
Battle Angel Alita 3: Killing Angel / END

The Scrapyard and Motorball

EXPLAINED!

THE TWO BIG SOURCES OF ENTERTAINMENT TO THE DENIZENS OF THE SCRAPYARD ARE THE COLISEUM IN THE EASTERN SECTOR AND MOTORBALL IN THE WESTERN SECTOR. (BY THE WAY, IDO'S BUSINESS IS ON TEMPEST STREET IN THE EASTERN SECTOR.)

THE UNDERGROUND COLISEUM IS A FLASHY, SHOWY FIGHTING EVENT THAT FEATURES POWERFUL BATTLES BETWEEN GIANT CYBORGS OVER FIVE METERS TALL. IT HAS A SIMILAR APPEAL AS PRO WRESTLING IN MODERN TIMES.



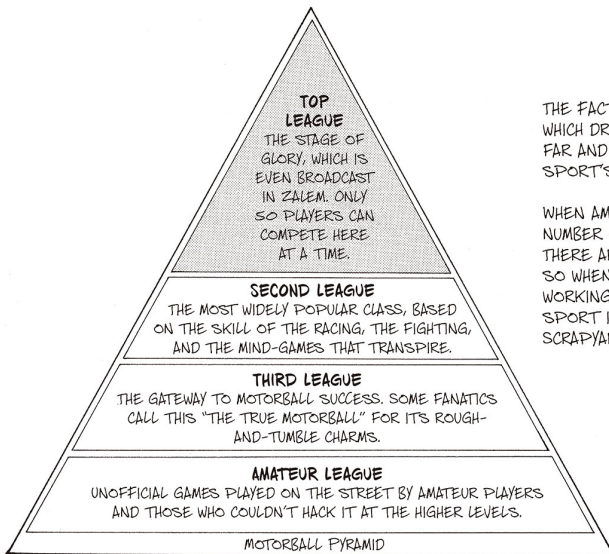
UNDERGROUND
COLISEUM

MEANWHILE, MOTORBALL IS A MUCH LARGER AND MORE ELABORATE, VARIED EVENT. IT'S AKIN TO BASEBALL OR MOTOR SPORTS LIKE F1 RACING.

SEVEN BASIC RULES OF MOTORBALL

1. WHOEVER MAINTAINS POSSESSION OF THE MOTORBALL OVER A SET NUMBER OF LAPS AND REACHES THE FINISH, WINS.
2. THE TRACK IS ONE-WAY ONLY. INTENTIONAL REVERSING OF MORE THAN THREE METERS IS SUBJECT TO PENALTY.
3. STOPPING ON THE TRACK FOR MORE THAN A MINUTE IS AN AUTOMATIC DISQUALIFICATION.
4. IF THE MOTORBALL GOES OFF THE TRACK OR LOSES FUNCTIONALITY, PLAY IS TEMPORARILY HALTED UNTIL A NEW BALL IS INTRODUCED.
5. HANDHELD WEAPONS, FLYING/SHOOTING WEAPONS, SPRAYING/RADIATING WEAPONS, AND EXPLODING WEAPONS ARE PROHIBITED.
6. FIGHTING IN THE PIT IS INSTANT DISQUALIFICATION.
7. THE BALL KEEPER CANNOT ENTER THE PIT.

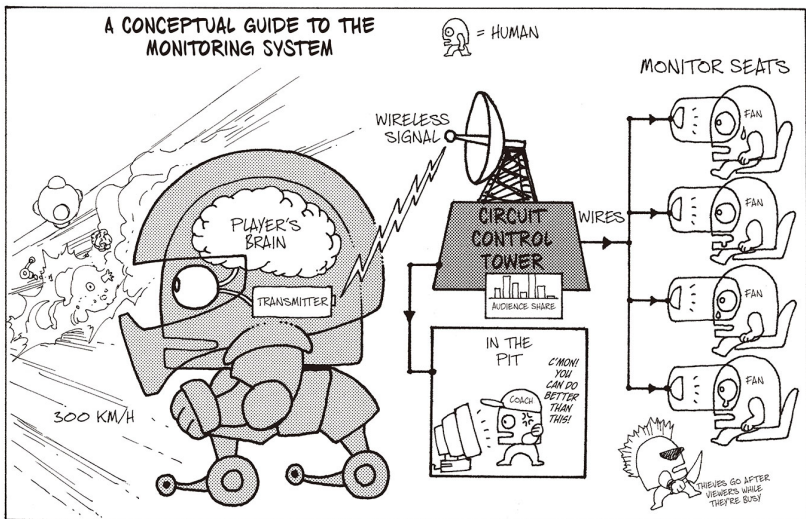
***SPECIAL RULE:** IF THERE ARE ONLY TWO PLAYERS IN AN ACTIVE STATE ON THE TRACK, THIS PROMPTS A "SHOWDOWN" TO ACCENTUATE THE ONE-ON-ONE COMPETITION. IN A SHOWDOWN, RULES 1 TO 4 NO LONGER APPLY.



THE FACTORY RUNS THE MOTORBALL LEAGUES, WHICH DRAW THE ATTENTION OF ATHLETES FROM FAR AND WIDE WHO SEEK GLORY UNDER THE SPORT'S BRIGHT LIGHTS.

WHEN AMATEURS ARE INCLUDED, THE TOTAL NUMBER OF MOTORBALL COMBATANTS IS VAST. THERE ARE TEN MAJOR MOTORBALL CIRCUITS, SO WHEN CONSIDERING THE VARIOUS PEOPLE WORKING AT THEM, IT'S CLEAR THAT THE SPORT IS A MAJOR INDUSTRY WITHIN THE SCRAPYARD.

THERE IS AN OFFICIAL BETTING WINDOW AT ALL THE RACE CIRCUITS. IN ADDITION TO THAT, THERE ARE MONITOR ROOMS WHERE FANS CAN CHOOSE TO EXPERIENCE THE SIGHTS COMING FROM THEIR FAVORITE PLAYER'S SENSES.

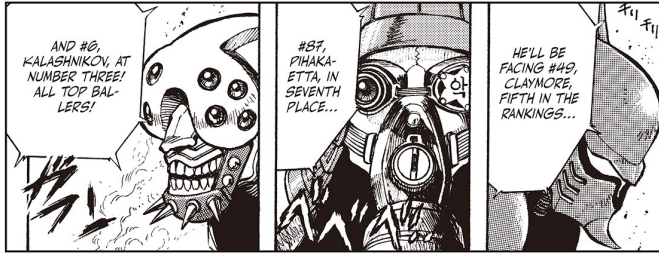


BECAUSE THE AUDIENCE NUMBER VIA MONITORS ACTUALLY HAS A LARGE INFLUENCE ON THE SCORING SYSTEM, PLAYERS ARE ENCOURAGED NOT JUST TO WIN RACES, BUT TO PUT ON A SHOW TO ATTRACT FANS.

YUKITO.
1992.6.8.

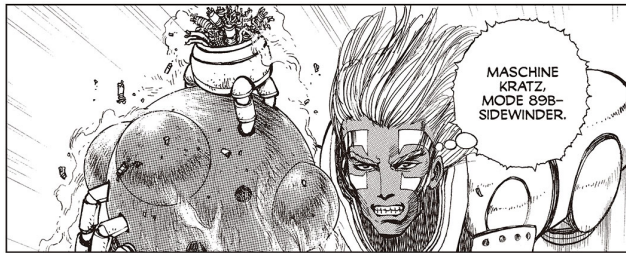
Translation Notes

Motorball players, page 81



A large majority of the characters introduced as motorball players in *Battle Angel Alita* are named after weapons--either traditional bladed arms or modern guns. In this scene, Claymore is a Scottish two-handed sword, Pihakaetta is a type of Sri Lankan knife, and Kalashnikov is the name of a Russian automatic rifle maker. A little while later, Aydakatti refers to the traditional sword of the Kodava people of western India.

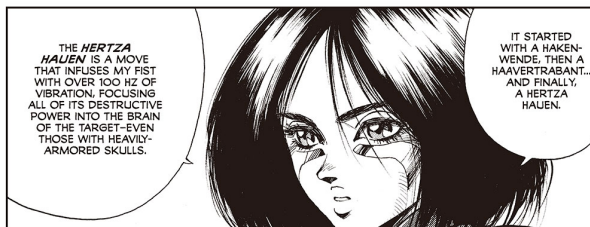
Maschine Kratz, page 85



While the story defines the name of this type of martial arts as “Machine Fist,” the original German means more like “machine claw.”

Hertza Hauen, page 105

Many of the Panzer Kunst abilities take their names from German terms, or at least, inspiration from them. They are given both descriptive kanji that describe the action, as well as the creative



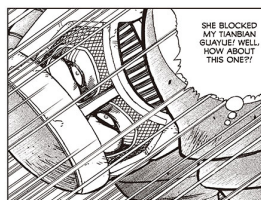
(phonetic) names, which might be literal in nature, or more abstract. Hakenwende means “hook turn,” while Haaверtrabant is intended to mean “satellite spin smash” or perhaps “orbital smash.” Lastly, the kanji for Hertza Hauen suggest something like “frequency splitting fist,” while the given German name contains “hauen” (to beat or punch) and a resemblance to Hertz, the standard unit of frequency.

Baizhong Jiantui, page 119



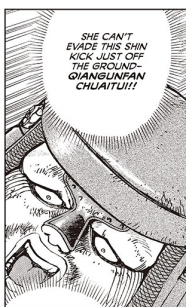
This attack’s name comes from Chinese and means something like “reverse leg slice.”

Tianbian Guayue, page 132



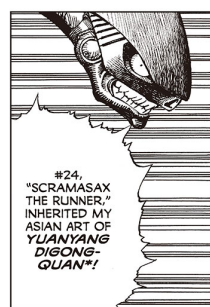
Another Chinese-derived attack name of Aydakatti’s, this one sounds like “hanging moon in the heavens.”

Qiangunfan Chuaitai, page 138



This attack means something like “forward billow crush kick.”

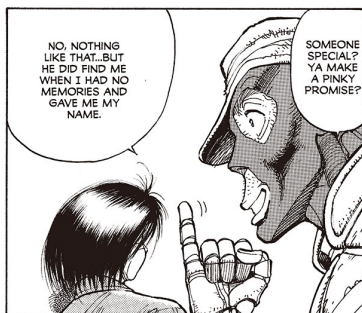
Digongquan, page 140



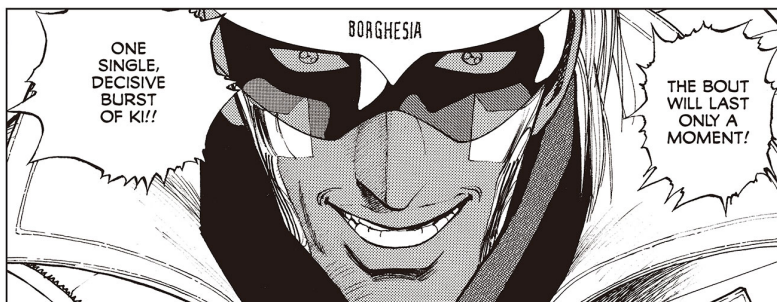
A term meaning “great earth fist,” which is likely intended to be a form of martial arts, similar to kung fu or tae kwon do.

Pinky, page 148

The text is adapted to get the concept across in English, but in the original Japanese, Ed just says “Is he this?” referring to his pinky finger. This is a commonly understood gesture that refers to a lover.

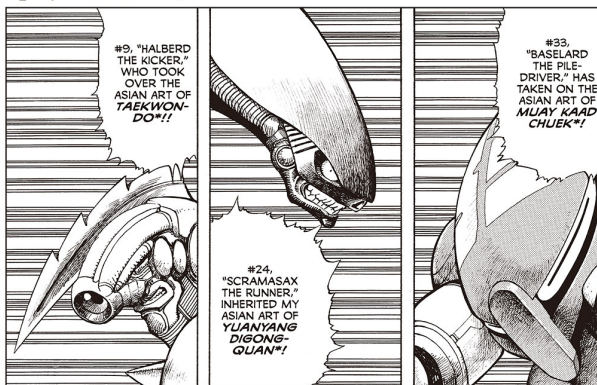


Ki, page 161



A common concept in East Asian cultures. Ki (also romanized as chi or qi from Chinese) is sometimes described as spirit, breath, life force, or energy flow. It forms a vital part of many Eastern martial arts, and often appears in more fanciful, supernatural form in anime and manga as a kind of magical power. Interestingly, for his futuristic setting, Yukito Kishiro chose to replace the typical ki character (氣) with a homonym ki (機) that is used in many “machine” and “mechanical” words. In a sense, it’s presenting the concept of martial arts ki as it would be understood by cyborgs.

Motorball players, page 197, 202



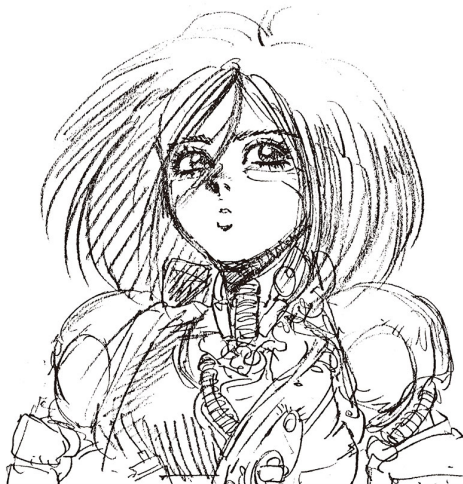
Many of the motorball competitors introduced here are named after medieval weapons. Baselard, Scramasax and Halberd are all named after European bladed weapons, while Armbrust is the German word for the arbalest (crossbow) and Peshkabz is a kind of Persian dagger. In addition, while it's not a weapon (this is perhaps appropriate, given his character), Tiegel is the German word for a pot or crucible.

	zwp (hyo)	5.3	grakk (gokiki)
37.5	krunch (gusha)		
		6.2	pwip (pa)
38.5	pwum (pou)	6.3	thump (do)
		6.6	wham wham (ban ban)
39.4	tug (gui)		
		7.1	hee hee hee hee hee hee hee (kuku kukukukuku)
41.2	clank (gasha)	7.6	clatter clatter (ja jaka)
41.4	vmmm (buun)		
		8.6	kraash (gashaan)
42/43.2	vwuuah (guwa)		
42/43.4	voomm (koon)	9.3	flinch (biku)
		9.7	whoosh (hyuuuu)
44.1	vwomm (kuoon)		clink clank (pata pata)
44.2	ting kwang (gin gyan)		
44.3	kaboom (doka)	10.2	plip plip (para para)
44.4	rahh rahh (waa waa)	10.3	fshhh (zaaaa)
44.5	skrrr (gagaga)	10.5	wham (ban)
44.6	skrrr (gagaga)	10.6	fshh (zaaa)
	vreeoo (kaoon)	10.7	pling plank (bachi pishi)
45.1	gshunk (gashan)	11.1	plink plonk (bara bara)
45.5	clank (gachan)	11.2	oocoh (oo)
45.6	grung (gyarun)	11.3	rahhh (waaa)
		11.4	rahhh (gyaaa)
46.1	vwaoou (vaon)		
46.2	zwoosh (guo)	12.2	whoosh (hyuuu)
46.3	gaching (gakin)	12.3	wwee (vuiiin)
46.4	skadoosh (zugaga)	12.4	shmmm (shuuuu)
		12.5	vwommm (buoon)
47.2	kwoosh (kaoon)		
47.3	skwaa skwoo (kaoon kooou)	13.4	vmmm (buun)
		13.5	gan (gagan)
49.1	vwum (gyun)		vwim vwim vwim (kyu kyu kyu)
49.2	ft (fu)		
49.3	krakk (gashi)	14.1	kwim kwim kwim (kyun kyun kyun)
		14.3	skreee (kikiki)
50.1	thwump (ban)	14.4	grak (ka)
50.2	rahhh (waaa)		
		15.2	shrak (gan)
51.2	rahhhh (waaa)	15.3	grg (gigi...)
			shrak (ga)
53.1	clank (gasha)	15.4	fwoco (saa)
53.2	rola rolla (gara gara)		
53.4	kshank (gasha)	16/17.1	gwohhh (gogooo)
		16/17.3	ack (biku)
55.6	thwomp (baki)		
	crack (doka)	23.2	kweeee (kiiin)
		23.4	kweee (kiin)
57.1	bshoot (bashuu)		
57.2	tst ts (chiri chiri)	24.1	bzzakk (bagin)
	kchunk (jaka)		
57.3	psht psh (pushu shun)	25.2	whup (ba)
	gashank (gashun)	25.4	snag (gashi)
		25.5	shank (ga)
58.3	rustle (mozo mozo)		
58.4	blink (pachi)	26.2	kchink (bikin)
59.2	rattle rattle (gata gata)	33.6	plop (potori)
59.3	rattle (gata)		
59.4	jitter jitter (gaku gaku)	34.1	rip rip (biri biri)
62.1	thwump (doka)	35.1	clink clack (kacha kacha)
62.2	slam (gashan)	35.2	thunk (dosu)
62.3	glow (pou)		
62.6	fwip (ba)	36.2	gonk (go)
		36.3	crunch (baka)
63.2	crik crakk (paki peki paki)	36.4	thudd (dosa)
		36.5	kachingle (jakin)
		36.6	hrrgg (gigi)
66/67.1	vwoom (vuoooo)	36.7	pause (jiri jiri)
	graaah (guwaaa)		
66/67.2	kboom (dokun)		
66/67.3	qaqank thwao (qaqan bashin)	37.1	hmmf (iiri)

89.1	rahh rahh (waa waa)	66/67.5	thwipp (supa)
89.2	squeee (kliin)		
	riing (pili)	68.1	raahh (waaaa)
93.2	vwooo (pooo)	69.1	voom (goo)
	kpow (paun)	69.2	kshaa (gya)
93.3	vooom (baaaa)	69.3	snakk (ga)
94.1	dooom (dododododo)	71.1	kashaa (kaoun)
		71.3	grmm (nununu)
95.2	kdung (boga)		skrrshh (gyagyagya gyagyagya)
95.3	dadoom (dodon)	71.4	vwoosh (bocu)
95.4	vwsh (ba)	71.5	tsha (ka)
96.1	greeaa (gya)	72.1	kpoww (paan)
96.2	vumm (buon)	72.4	keeng (kin)
96.3	boom (don)		
97.1	raaaahh (waaa)	73.1	blip (bi)
		73.2	skreeee (gyakiki)
100.2	vmmm (buuunn)		tsstt (jijiji)
101.1	ting (tsuin)	76.3	munch munch (pori pori)
101.2	kwik kwik (kyu kyu)	76.4	yank (gul)
101.3	shwing (kyun!)		
101.4	glint (kira)	77.3	murmur chatter (zawawa zawa zawa)
101.5	fwsh (fyu)		
102.2	thud thud (dodo)	78.1	murmur mumble (zao zao)
102.4	tsst (tsu)	78.2	mrrmm (zaooo)
		78.5	prr prr prr (puru purupuru puru pururu)
		78.6	pwoooo (puuun)
103.1	clamp (gashi)	79.1	vmmm (buun)
103.2	fwump (gyun)		raaah (owaa)
103.3	tug! (gun)	79.2	tuppa tuppa tuppa (patapata patapata)
103.4	smakk (doshi)	79.3	tink (chon)
104.1	swish (hyun)	80/81.1	raahhh (uowaaa)
	bzt bzt (biri biri)	80/81.2	rahhh (waaa)
104.2	kpamm (paan)	80/81.3	rahhh (waaaa)
	tup (suto)	80/81.4	raaahh (waaaaa)
		80/81.5	tsst (chiri chiri)
106.5	clench (gyu)	80/81.6	bwub bwub (bebebe)
		80/81.7	gruffh (gafun)
107.4	click (gacha)		
108/109.1	pshaaa (paooon)	82.1	vwow (vuo)
108/109.4	kshaa (kaoon)		vaaaaa (vuoon)
		82.2	braaaaa (paaaaan)
110.2	vwom vwomm (vuon vuon)	82.3	whip (pan)
110.3	kshaaa (kaooon)	82.5	bshht (bashi)
110.4	kwunng (kuonn)		
		83.1	vraaa (vuooao)
111.2	wommm (oon)	83.3	grumm (gyuo)
111.3	skkreeeee (gyagyagiii)		
111.4	fwoom (moou)	84.1	shoomp (supo)
		84.3	snag (ga)
112.1	hsss (shuuu)	85.1	oooooh (waooo)
112.2	kshunk (gashia)	85.2	vwooom (gooooo)
		85.3	raahh (waaa)
113.5	glare (giro)		
		86.1	raaahhh (kaoooc)
115.1	vwrow bwaaa (vaoou baouu)	86.4	whoa (wa)
	vrrm graaa (vuoa gaas)		
115.3	vrrmg (vuoo)	87.2	vwoh vwoh (koo kooo)
115.5	vrraa vrnum vwwoo (vaao vuoo gaon)	87.3	pwaahh (paaan)
		87.4	raaahh (waaa)
116.1	vwua (va)	87.7	rahhh (waaaa)
116.2	boom (bao)		skr skrr (gyugyugyu)
116.3	ohhh (oo)		raaaahh (waaaaa)
116.5	snatch (pan)		
117.1	kohhh (kooon)	88.1	clank (gasha)
117.4	kuh kohhh (ko kkou)	88.2	clank clank (gasha gasha)
117.5	fwwt (fu)		rahhh (waaa)

139.3	whap (pi)	118.1	vwumm (bobobo)
139.5	shh (su)	118.2	psht psht (papan pan)
139.7	vinm (byu)		tsk (chun)
140.1	gshank (gashaan)	118.3	spin (kun)
140.2	slump (gakun)	118.4	vwoosh (bua)
145.4	vwamm (vuan)	119.1	skreaahh (dogya gya gya)
	grun grun (bari bari)	119.4	gakk (ga)
		119.5	thwam (supa)
146.1	bwaam (baan)	120.1	skraakk (dogagagaga)
146.2	kshud (doka)	120.3	boom (boon)
146.3	kraash (gushan)		bdump (bobon)
	brabrabababa (vuababababa)	120.5	tak (pan)
146.4	ting tung pwang (pan pan pan)	120.6	hup (ba)
		120.7	swish (byun)
147.1	whiff (byun)	121.1	kshunk (gashaan)
147.3	krakk (bakan)	123.2	zzap (biti)
147.5	craaash (gashaana)		
	splat (docha)	126.1	kwik kwik (kyu kyu)
148.2	skree (gya)	127.1	pat (pan)
148.3	vrrmm (dodododo)	128.1	vraa graahh (vuan gaon)
148.4	tump (tan)		vrrcooth (vuaoon)
148.6	skrr (gyu)	129.1	grunnrunrun (gyaryuryuryuryu)
149.1	fwoosh (byoun)	129.2	growr (gaon)
149.2	krunch (baki)		vwomm (vao)
149.3	kabloosh (dobocon)	129.3	vrrmm (vuoon)
		129.5	fwap (basa)
150.3	tuppa tuppa (patata)	130.1	boom (doka)
150.4	kthunk (gata)	130.2	vmm (ga)
	tuppa tuppa tuppa (patatata)	130.4	fwip (bin)
150.5	tink (chon)	131.1	kshaaa (kaaan)
152.1	shh (su...)	131.3	fft (fu)
152.4	ba-bump (dokin)	131.4	pwow (pau)
153.5	tep tep (tata)	132.1	fwoo (ko)
153.6	tug (gyu)	132.2	psht (pishii)
153.7	twlch (piku)	132.3	tsszz (chichichi)
155.3	kthunk (gata)	133.1	swakk (supau)
155.5	drrmm (dodododo)	133.3	gvunk (gun)
		133.4	hwup (ba)
156.1	brudda brudda (bado bado bado)	134.2	vwoof (buaa)
	babum bababum (boba boba boba)	134.3	krudd (dogo)
	vrrmm (dodododo)	135.1	bink (bin)
	pop pop (pan pan)	135.2	bzzsh (bachi)
	bwaahh (baomu)	135.3	voom (bun)
	skreee (ki)	136.1	ting tsik (chun chun)
156.2	stomp stomp stomp (doka doka doka)	136.2	baboo (bobo)
156.3	wham (ban)	136.3	thwam (gashan)
156.4	thwam (daan)	137.1	wham wham wham (gan gan gan)
157.3	thap (bachi)	137.2	fwup (ban)
157.5	hmiff (gu)	137.3	grkk (giri giri)
158.3	heh (nika)	137.4	skurr (dokyuruu)
158.4	vwoosh (guoon)	137.5	fwtt (fuo)
158.6	vwoosh vwoosh (guon guon)	137.6	zwoup (gyuran)
158.7	smack (pishi)	138.1	whoosh (buo)
159.1	slamm (supaan)	138.3	fwum (fun)
159.2	vwoo (buwan)	138.4	shwipp (pyun)
159.3	thudud (dodon)	139.1	grikk (gaga)
160.3	glare (gira)		
160.5	stomp stomp stomp (dodododo)		
162.1	rip (bari)		
162.2	kchak creak (gacha gishu)		
162.5	b-bmp b-bmp (dokyun dokyun dokyun)		
162.6	b-bmp b-bmp (dokyun dokyun)		

196.2	clank (gasha)	163.2	b-bmp b-bmp (tokyun tokyun tokyun)
196.3	rrmmbb (gogo gogo)	163.5	b-bmp b-bmp (dokyun dokyun)
198.3	swish (su)	164.1	b-bmp b-bmp b-bmp (dokyun dokyun dokyun)
198.4	gzunk (gyun)	164.3	hmp (gu)
199.1	shh shh shh (su su su su su)	165.1	b-bmp b-bmp (dokyun dokyun)
199.2	boom (do)	165.2	b-bmp (dokyun)
199.3	bing (bin)	165.3	b-bmp (dokyun)
199.6	vwooo (gouu)		
	boom (don)	168.1	gulp (goku...)
200.1	whipsh (bishii)	168.3	hrrgg (gu gugu)
200.2	pause (pita)	168.5	krk krk (kyu... kuki...)
200.4	fwup (baba)		
200.6	pat (pon)	169.1	shhh (suu)
	gakk (gikuu)	170.3	b-bmp (dokyun)
201.2	shwak (shua)	171.1	b-bmp (dokyun)
201.3	shwak (shua)	171.3	flash (ka)
		171.4	whoosh (bua)
202.1	shwak (shua)	171.5	ratt! ratt! (gaku gaku)
	ting! (chin)		
202.3	shwak (shua)	172.1	ratt! ratt! ratt! (gaku gaku gaku)
202.4	grrk (gi)		
203.3	krunch (dokya)	173.1	psht (bushun)
203.4	stomp stomp (gashi gashi)	176.2	boom (don)
204.1	vwow vwow (zao zao)	177.1	whoom (oon...)
204.3	vwow (zao)	177.5	pause (bta)
	klek klek (tsuka tsuka)	177.6	grgg (gig)
204.4	swoosh (suu)		
205.2	spin (kururi)	178.1	vwoom (yun)
		178.2	zmmf (zushin)
206.1	rahh rahh (waa waa)	178.3	tug (gun)
		178.6	ps! psst (pusu usu)
208.1	rahh rahh rahh rahh (waa waa waa waa)	179.1	bwam (baan)
		179.2	bssht (bushuu)
			zzt bzzk (bachi bachi)
		179.3	hrg (gugu)
		179.4	grg (guu)
		180.1	fwip (pa)
		183.2	b-bmp b-bmp (tokyun tokyun)
		184.4	blump (goto)
		185.3	smirk (niyan)
		190.2	vwow vwow (zao zao zao)
		190.3	vwow vwow (zao zao zao)
		191.1	kzhik (jaki)
		191.2	shking (shakiin)
		191.3	click (gacha)
		191.4	krk (gyu...)
			fsshh (fushun)
		192.1	gshunk (gashun)
		194.1	loom (nu)
		194.4	zmmf (zun)
			oh...oh... (o...o...)
		194.5	whak wham (gan gan)
		195.1	hurpp (gahaa)
		195.2	swish (sa)
		195.3	thud thud thud (dododo)
			snag (gashi)
		195.5	krunch (baki)



Battle Angel Alita 3

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English digital edition published by Kodansha Advanced Media, LLC, San Francisco.

www.kodanshacomics.com

ISBN: 9781682337110

Digital Edition: 1.0.1

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Lettering by Scott Brown